PRIMA'S OFFICIAL STRATEGY GUIDE

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Christine Cain
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MEGA MAN LEGENDS™

Prima's Official Strategy Guide

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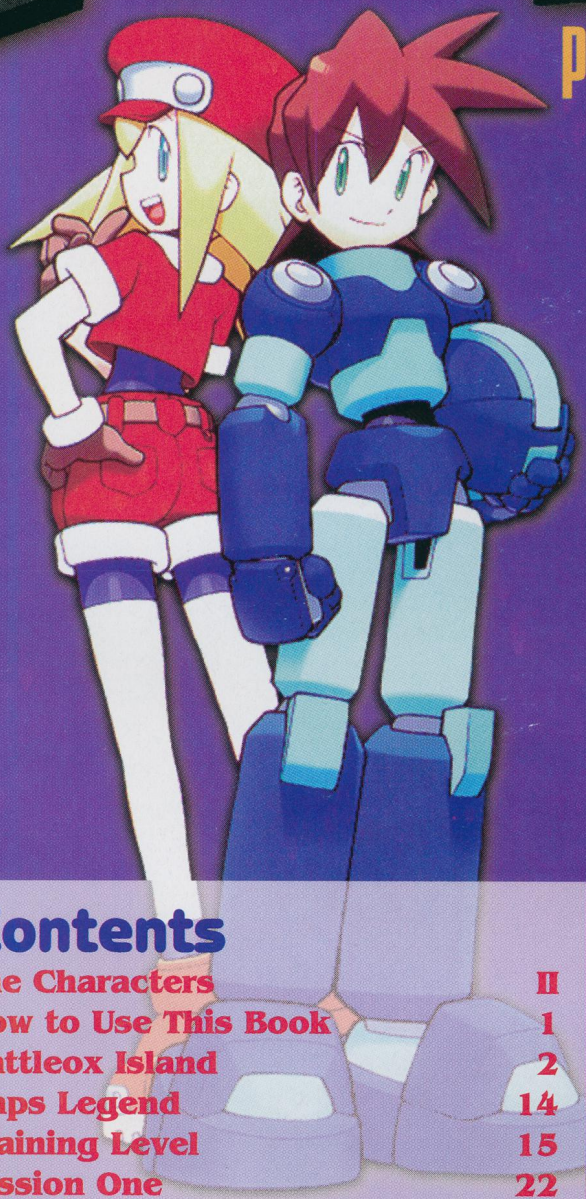

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THE CHARACTERS

Mega Man

Mega Man is the ultimate hero, even if everyone keeps calling him "Blue Boy" and "that kid." He doesn't know where he came from; he just knows that Data came with him and will reveal his origin when Mega Man is a little older. In the meantime, Mega Man is always looking for adventure and offering help to those in need.

Roll

If it's mechanical, Roll's your girl! She knows her way around engines, ships, Buster Parts, cars ... you name it, she can make and fix it. It's important to remember Roll whenever you pick up a new item. If it's especially nice, show her she's appreciated by giving her a gift.

Data

Without Data, all would be lost. He's the only character who can recharge your Life Gauge (if you find a soda machine, you can also fully recharge—for a price), refuel your Special Weapons, and impart bits of wisdom and helpful hints whenever you need them. Most importantly, he can back up your data files, otherwise known as "SAVE"!

Gramps

Even though his real name is Barrel, Roll's grandfather likes the nickname "Gramps." A resourceful guy with connections to many important people, he'll occasionally offer a helpful hint or two when you need it most.

The Flutter

Mega Man's ship is the Flutter. While he's stranded on Kattleox, Roll will be tinkering with the Flutter, hoping to get it airborne again. Mega Man's mission is to scout through dig sites in search of a new Refractor that will fix the wounded aircraft that he, Gramps, Roll, and Data call "home."

The Bonnes

This pirating trio are known as Tron, Teisel (or T-Bonne), and Bon Bonne. Teisel is the eldest brother, Tron is the middle child in this twisted group, and Bon is the baby brother who never says much more than "Babu!" Tron and Teisel are bent on unlocking the secret of the legendary Mother Lode treasure, which is supposedly hidden somewhere on Kattleox. They won't let anything stand in their way, especially that "little blue brat!"

The Servbots

These little yellow-faced kids are known as Servbots, the mechanical children who answer to Miss Tron. Whenever something is wrong on Kattleox, you can almost always find a Servbot or two behind it all.

HOW TO USE THIS BOOK

Missions

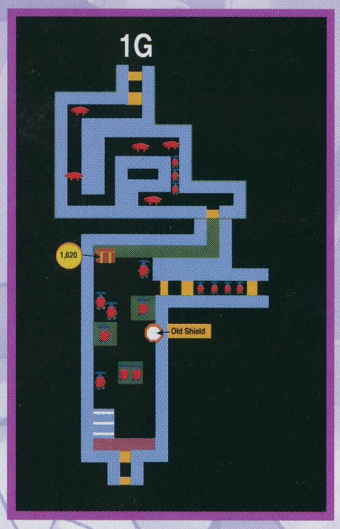
As you punch, jump, and Buster-blast your way through this adventure, you'll find that each piece of the story contains an objective, a mini-battle, and a final confrontation. Each of these story pieces is referred to as a "mission" in this book.

Maps

At the beginning of each Mission Chapter and, in some cases, throughout the chapter, you'll find maps that reveal the location of enemies, Treasure Chests, hidden items, and other important information.

All the labyrinth maps fit together. If you want an overview of the Complete Labyrinth Map, you'll find it in the back of the book.

The Complete Labyrinth Map and each individual map in the Mission Chapters is labeled so that you can see how they connect. For example, point 1G (Mission One, point G) on one map connects to point 1G on the corresponding map. But, because the labyrinth maps are all connected by the end of the game, the corresponding 1G point may not be on any of the maps for Mission One. In fact, the corresponding point for 1G shows up on one of the maps for Mission Four.



Quick-Trip Walkthroughs

After the maps for each mission you'll find the Quick-Trip Walkthrough for that mission. If you're stuck but don't need a detailed description of what to do for each chapter, you can scan over the "Quick-Trip" section. The Quick-Trip provides only the steps absolutely necessary to complete each mission.

Enemy Compendium

If you just can't stand not knowing what that thing around the corner might do (or do to you), take a peek in the Enemy Compendium. You'll find each enemy's hit points, strengths, weaknesses, and best of all, how much money it'll be worth when you blow it to little bits. You'll also find the scoop on each of the mini-bosses and big baddies—like how many hit points they're worth and how to defeat them.

Secret Stuff and Mini-Objectives

It just wouldn't be a Capcom game if it didn't have secrets to uncover, mini-objectives, and new modes to play. Check out this chapter in the back of the book if you want to complete every last little detail that *Mega Man Legends* has to offer.

KATTLEOX ISLAND

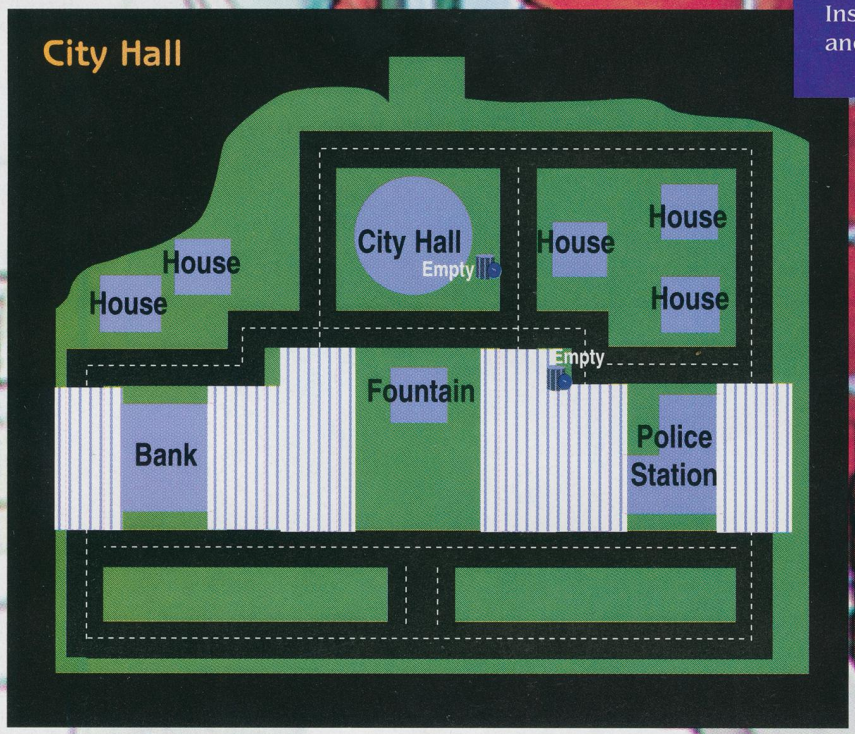
The Three Complete Island Maps

Kattleox Island is a pretty big place, above and below ground. Here are the three overhead maps of the area you'll explore.

Towns

Apple Market

Apple Market is home to the very important Junk Shop, wherein lies many upgrades and useful parts necessary for your journey. While visiting Apple Market, you can also stop at the clothing stores, visit the Grocer, listen to music, and recycle some cans for money.



City Hall

City Hall contains the main City Hall building where you can usually find the Mayor chatting up a storm with Gramps. You'll also find the Inspector in the Police Station on the east side, and the large Kattelox Bank on the west side.

Downtown

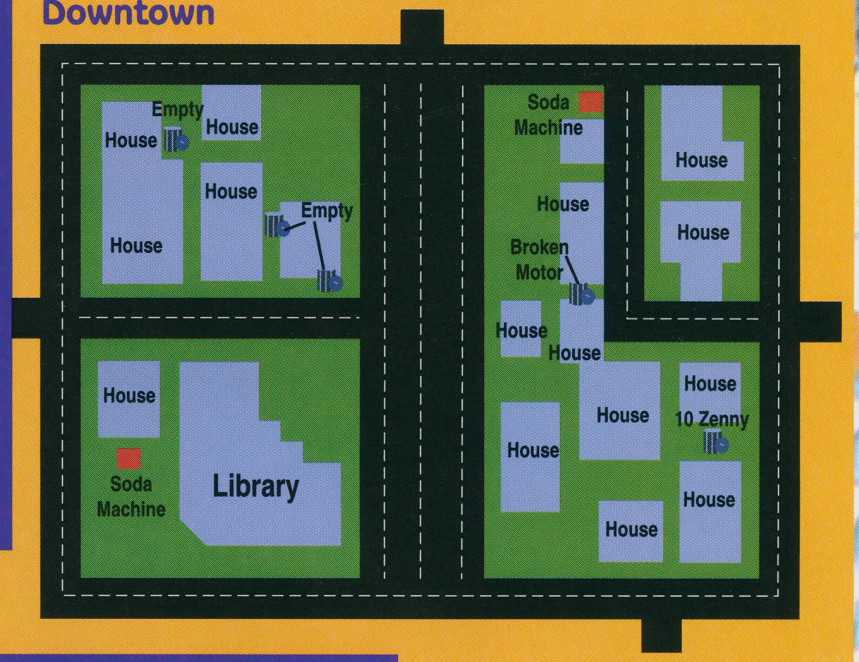
There's always hustle and bustle in Downtown, which is mostly residential. It is at the center of all the towns and contains the Library, the best place to go for research.

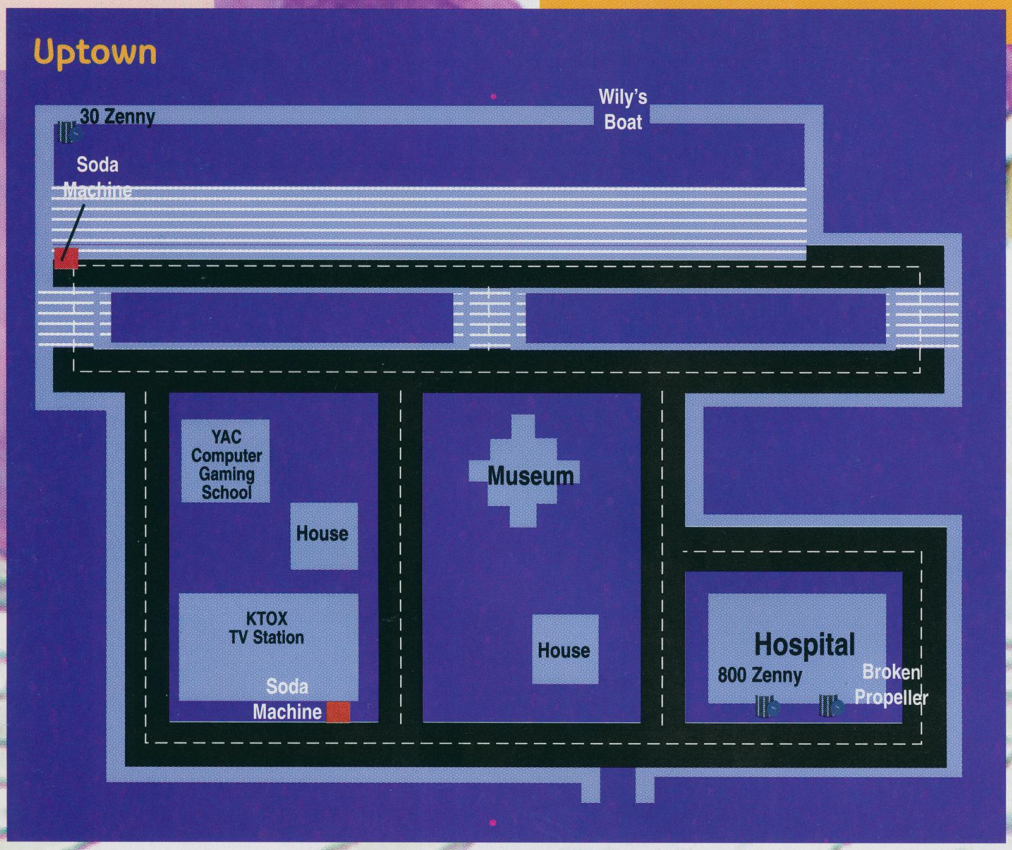
Old City

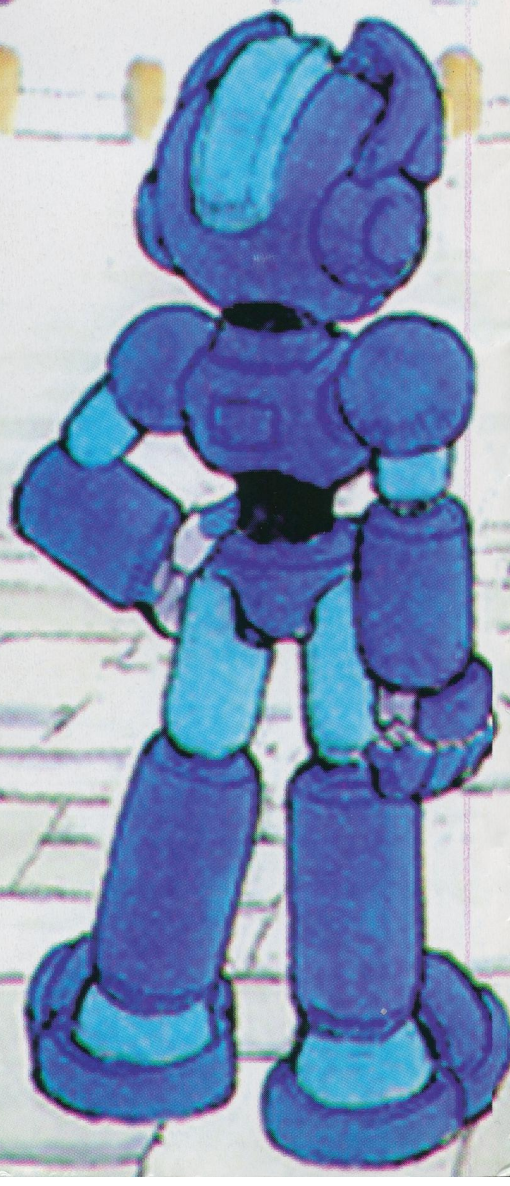
This place is really quiet except for the occasional Power Plant worker or vicious stray dog.

Uptown

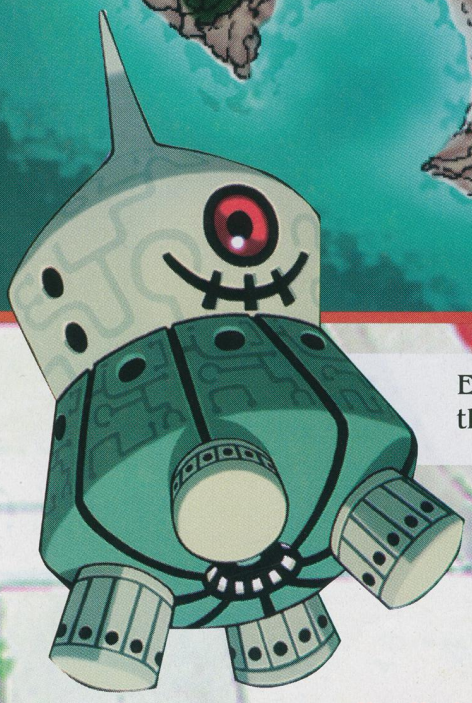
Uptown is modern and boasts such important places as the KTOX TV Station, the Museum, the Hospital, Wily's Boat Dock, and the computer gaming school.







Gates to the Digging Grounds



Each of the normal portals that leads down into the labyrinths is shown on this map.

Entrances to the Sub Cities

Near the end of your adventure, these three gates will open up and lead you into three hidden cities.

WEAPONS AND ITEMS

Zenny

Zenny is the local currency with which you can buy lots of cool stuff. Whenever you find a Refractor, whether it's in a hole in the wall or from a recently defeated enemy, it will be worth a certain amount of Zenny.

Normal Items

These are the items that you can buy or find along your journey and can either be used or given away:

Ancient Book
Antique Bell
Arm Supporter
Auto Battery
Auto Fire Barrel
Blunted Drill
Blumebear Parts
Bomb
Bomb Schematic
Broken Circuits
Broken Cleaner
Broken Motor
Broken Propeller
Canon Kit
Chameleon Net
Defense Shield
Flower
Flower Pearl
Gatling Gun
Gatling Part
Generator Part
Giant Horn
Grenade Kit
Guidance Unit
Hyper Cartridge
Joint Plug
Machine Gun
Main Core Shard
Marlwolf Shell
Mine Parts Kit
Music box
Mystic Orb
Old Bone
Old Doll
Old Hoverjets
Old Launcher
Old Shield
Omni-Unit
Pen Light
Plastique
Power Stream
Prism Crystal
Rapid Fire Barrel
Ring
Rollerboard
Safety Helmet
Shield Repair
Shiny Object
Spring Set
Sun-light
Target Sensor
Tele-lens
Weapon Plans
X Buster
Zetsabre

Special Items

Special Items are the items you find that remain in your inventory permanently. In general, acquiring these items will either allow you to enter a new place or better equip you for your journey.

Energy Canteen

This is your Life Gauge backup to be used whenever your health is getting too low. Be sure to refill it at the Junk Shop after each use, or you may find yourself in a sticky situation with no chance for survival!

Helmet

This item can be found atop a hill in Clozer Woods. It is in a Plasma Box next to a shack under the name "Safety Helmet." Bring it to Roll and she'll turn it into an awesome piece of armor that raises your defense factor enormously.

Jet Skates

With these shoes equipped, you can outrun any boss and make any trip twice as fast. Jet Skates are also helpful for dodging enemies in the labyrinths. But be careful! If you take damage while skating, you will come to a halt ... usually right in front of an attacking enemy!

Jump Springs

Without this item, you would be unable to explore most of the island! With these springs equipped, you can get to rooftops and hidden areas that are necessary for completing the adventure.

Torso Armor

This incredibly helpful item allows you to equip three Buster Parts at once, thus improving your overall Buster weapon ability.

Adapter Plug

You will collect three differently colored Refractors on Kattleox Island: Blue, Yellow, and Red. Each serves a different purpose in your adventure.

Refractors

You will collect three Refractors on Kattleox Island: the Blue, Yellow, and Red Refractors. They will each serve a different purpose in your adventure.

Licenses

As a Digger and new Townsperson, you must earn your Digging Licenses in degrees. You will first attain your Citizen's Card. The next card will be your Class B License, and finally, your Class A Digging License, which allows you access to all areas on Kattleox.

Walkie-Talkie

When you receive this item, you will be able to contact Roll at almost any above-ground area and hitch a ride between towns! It's MUCH faster than walking and awfully convenient when you need to save your game with Data or upgrade an item with Roll.

Keys

The last section in your Special Items inventory is reserved for all of the keys you will find.

Buster Parts

Buster Parts give Mega Man the fire power he needs to take on the Reaverbots and other threats he will face. Each Buster Part will have one or two stronger attributes than another. The attributes each Buster Part will have are Attack (firepower), Energy (amount of ammo), Range (weapon range), and Rapid (firing speed). These are the different Buster Parts you can find:

Blast Unit
Blast Unit Omega
Laser
Power Raiser
Power Raiser Alpha
Power Raiser Omega
Range Booster
Range Booster Alpha
Range Booster Omega
Sniper Range
Sniper Unit
Sniper Unit Omega
Turbo Battery
Turbo Charger
Turbo Charger Alpha
Turbo Charger Omega

Basic Parts

These Buster Parts can be found throughout the game:

Blast Unit
Blast Unit Omega
Laser
Power Raiser
Power Raiser Alpha
Power Raiser Omega
Range Booster
Range Booster Alpha
Range Booster Omega
Sniper Range
Sniper Unit
Sniper Unit Omega
Turbo Battery
Turbo Charger
Turbo Charger Alpha
Turbo Charger Omega

Rare Parts

These parts are either difficult to come by or must be developed by Roll to obtain (see Item Development):

Auto Battery
Blaster Unit R
Buster Unit
Buster Unit Omega
Gatling Gun
Machine Gun
Omni-Unit
Omni-Unit Omega
Power Blaster L
Power Blaster R
Power Stream
Rapid Fire
Rapid Striker
Sniper Scope
Triple Access

Hidden Part

Maximum Buster—Only available when you begin Easy Mode.

Items Sold at Junk Shop

The following items are important for use in defense and offense during battle:

Chameleon Net
Defense Shield
Energy Canteen
Extra Pack
Flak Jacket
Hyper Cartridge
Kevlar Jacket
Kevlar Jacket Omega
Life Gauge
Shield Repair

Special Weapons

As you find broken items and other oddities, bring them to Roll. She may be able to turn them into powerful weapons or special use items that you can equip. The only problem is that once you have a Special Weapon equipped, you're stuck with it (or your normal arm) until you see Roll again; she's the only one who can change your Special Weapons.

Active Buster

This weapon shoots a Homing Missile that tracks the nearest enemy. Although it is expensive to do, the "Special" and "Energy" levels can be increased to make the Active Buster's homing ability improve. This will also raise the amount of ammo to "unlimited."

WHAT TO BRING ROLL: Guidance Unit
FOUND: In a Treasure Box in the labyrinths

Blade Arm

This weapon creates an energy blade useful for short range combat. If you raise the Blade Arm's "Range" attribute, it can emit Shockwaves.

WHAT TO BRING ROLL: Zetsabre, Pen Light
FOUND: The first item can be won at the KTOX TV Racing Contest for getting a **Rank A**. The Pen Light can be found in a Treasure Box in the labyrinths.

Drill Arm

This is a strong weapon, but it has no range. You need to get in close! It is most useful for drilling away the barrier walls, which even your grenades can't break, in the labyrinth. If you raise this arm's "Energy" to its maximum, it will have unlimited energy.

WHAT TO BRING ROLL: Blunted Drill
FOUND: In a Treasure Box in the labyrinths

Grand Grenade

This weapon shoots out explosives strong enough to blow up some of the walls in the underground labyrinths. It is very expensive to increase the levels of this weapon, so it's better to save your money to upgrade a better Special Weapon.

WHAT TO BRING ROLL: Weapon Plans
FOUND: In a Treasure Box in Gramps's room on the Flutter.

Grenade Arm

This weapon shoots grenades. If a grenade hits a wall, it'll bounce off. This can be useful in complicated passageways. If you have Roll increase this Special Weapon's "Speed" level, you can throw four or five grenades at a time.

WHAT TO BRING ROLL: Grenade Kit
FOUND: In a Treasure Box in the labyrinths

Machine Buster

This weapon has excellent speed, and you can raise all levels for this Special Weapon. You have the ability to jump and shoot while firing this weapon, and it's the most effective weapon against quick or numerous enemies. Although it is weak when first obtained and equipped, you can make it a fairly strong weapon by raising its "Power" and "Speed" levels. If you raise its "Special" level, the Machine Buster's shot spread will increase.

WHAT TO BRING ROLL: Blumebear Parts
FOUND: After the City Hall battle, check the Garbage Pails in Downtown.

Powered Buster

This is a weapon with really good range and high fire power. However, it has a low rate of fire. This weapon is best used to snipe at enemies from a distance.

WHAT TO BRING ROLL: Power Cannon unit
FOUND: In a Treasure Box in the labyrinths

Shield Arm

This special arm raises a shield that protects you from most enemy attacks. If this arm's "Special" attribute is raised, the shield becomes wider.

WHAT TO BRING ROLL: Mystic Orb, Marlwolf Shell
FOUND: The Orb is the Rank A prize for the Balloon Fantasy game at KTOX. The Shell is given to you as a gift from the three boys in Yass Plains when you bring them the Pick Ax and the Saw to complete their Club House. (Chapter 11—Building the Club House)

Shining Laser

This weapon is a powerful laser that, when the "power" attribute is raised to its maximum, will become the most powerful Special Weapon. You can also raise the "Energy" level to its maximum and increase the ammo to "unlimited."

WHAT TO BRING ROLL: X Buster, Weapon Plans, Prism Crystal
FOUND: You'll receive the X Buster as a gift from the three boys in Yass Plains for bringing them a Comic Book. Check the strange wall with the Drill Arm in the labyrinths for the Weapon Plans. To get the Prism Crystal, bring the Museum Curator all of the artifacts she needs, and talk to the girl in the green dress on the second floor of the Museum.

Splash Mine

This weapon drops mines. They'll go off if stepped on.

WHAT TO BRING ROLL: Mine Parts Kit
FOUND: This is your reward for saving the Junk Shop Owner.

Spread Buster

This weapon shoots several bombs at once in different directions. Although this weapon's range and speed are fairly short, this is one of the most powerful and effective Special Weapons. If the "Special" level is raised, you can increase the number of bombs shot at one time: 3 ways, 5 ways, and 7 ways.

WHAT TO BRING ROLL: Antique Book, Old Launcher, and Arm Supporter.
FOUND: The first two items can be found in Treasure Boxes in the labyrinths. You get the "Arm Supporter" when you return the Lost Bag of Money to the Inspector at the Police Station.

Vacuum Arm

This lets you collect shattered Refractor shards really easily. It can't be used as a weapon, but is really helpful if you're trying to raise your Zenny count for a special item in the Junk Store.

WHAT TO BRING ROLL: Broken Motor, Broken Propeller, Broken Cleaner
FOUND: Check the Garbage Pails in Downtown, Uptown, and the Apple Market.

Item Development

The more stuff you find, the cooler the things are that Roll can develop for you. The following is a list of the items she can make and what you need to bring her to make them.

Mega Buster Parts

ITEM: Omni-Unit Omega
BRING TO ROLL: Broken Circuits, Main Core Shard, Sun-light
FOUND: The Broken Circuits are a gift from the three boys in Yass Plains for bringing them a Stag Beetle. The Main Core Shard can be found in the labyrinths hidden in a wall that you can blow up with the Grand Grenade arm. The Sun-light is a gift from the Grocer for bringing his ailing wife to the hospital.

ITEM: Auto Battery
BRING TO ROLL: Auto Fire Barrel, Generator Part
FOUND: In the labyrinth

ITEM: Sniper Scope
BRING TO ROLL: Target Sensor, Tele-lens
FOUND: In the labyrinth

ITEM: Gatling Gun
BRING TO ROLL: Gatling Part, Flower Pearl
FOUND: The Gatling Part can be found in the labyrinth. The Flower Pearl is a gift from Ira when you pay for the Hopsital's improvements and her leg is healed.

ITEM: Power Blaster R
BRING TO ROLL: Bomb
FOUND: During the "Bombs Hidden in Downtown" mini-mission, you will find this item in Downtown.

ITEM: Power Blaster L
BRING TO ROLL: Plastique
FOUND: During the "Bombs Hidden in Downtown" mini-mission, you will find this item in Downtown.

ITEM: Machine Gun
BRING TO ROLL: Rapid Fire Barrel
FOUND: In the labyrinth

Special Items

The following items will be used throughout the game. They can be equipped and unequipped in your Special Items inventory.

ITEM: Helmet
BRING TO ROLL: Safety Helmet
FOUND: In the Yass Plains, on top of the hill with the shack, check the box in front of the shack.

ITEM: Jump Springs
BRING TO ROLL: Spring Set
FOUND: In the labyrinth

ITEM: Jet Skates
BRING TO ROLL: Rollerboard, Old Hoverjets
FOUND: In the labyrinth

ITEM: Adapter Plug
BRING TO ROLL: Joint Plug
FOUND: In the labyrinth

Maps Legend

GuruGuru

Gorubeshu

Blue Cube

Karubun

Large-sized Sharukurusu

Zenny

Miroc

Mimic

Hole in Wall

Treasure Chest

Hanmuru Doll

Button

Shield

Garudoriten

Special Walkthrough Point

Sharukurusu

Moving Crusher

Breakable Ceiling Panel

Zakobon

Shekuten

Force Field

Garbage Pail

Jakko's Nest

Ramp

Box

Bridge

Cat walk

Mirumijee

Foo-roo

Ice Path

Cannam

Sharukurusu

Elevator

Switch

Karamuna Bash

Doors

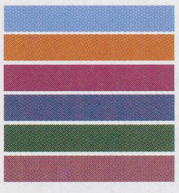
Orudakoitan

Power Generator

Conveyor Belt

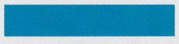
Arukoitan

Directional Fireball


Wall
High
Middle
Low
Can't Reach
Reach w/Jump Shoes Equiped

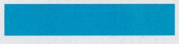
Ladder

Elevator


Wall broken with Drill Arm Equipped

Firushudot

Refractor

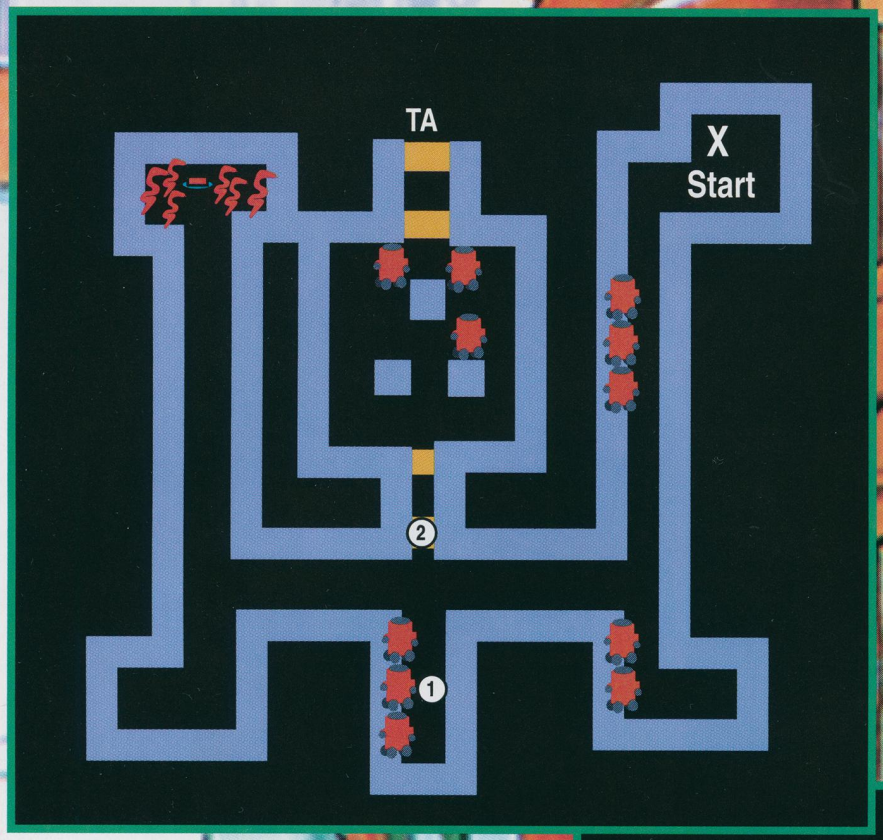

Wall must be broken away with Granade Arm

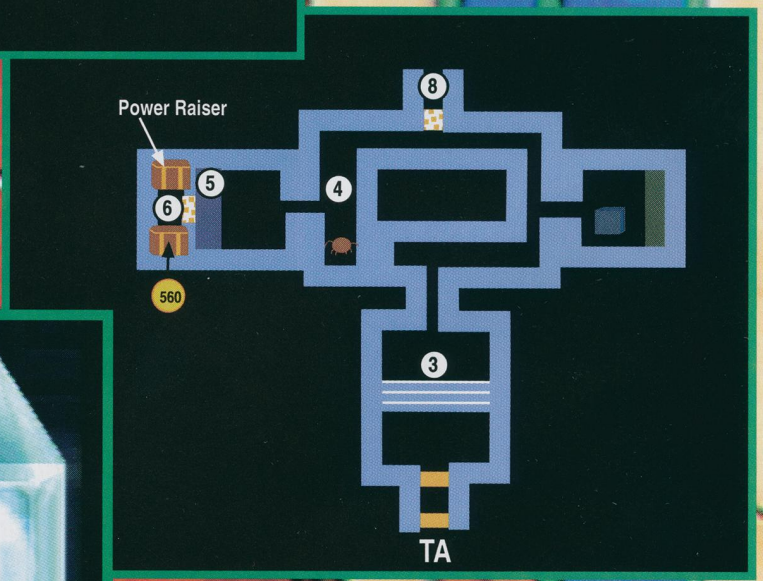
Red Zakobon

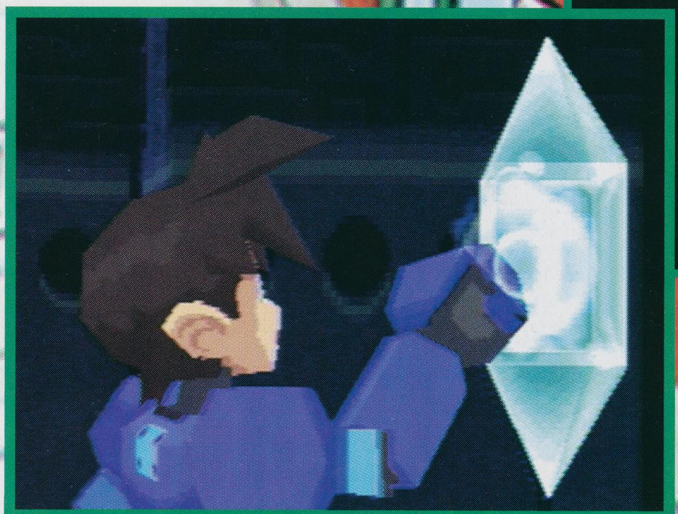
Control Panel

Training Level

Labyrinth Maps







As we join our blue mechanical hero, he's entered a dig site and found an active refractor!

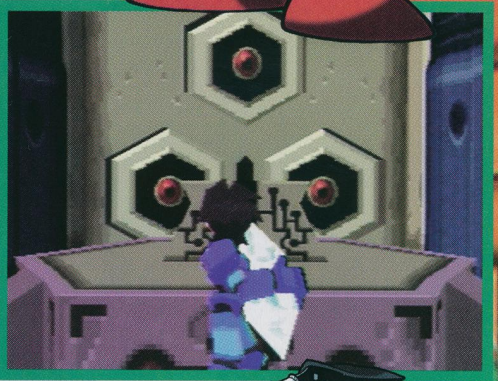
Removing it from the pedestal is easy enough ....

Uh-oh .... Looks like a trap! Gotta get out of here!

Only one way out and it's closing fast. Better make a dive for it!

The Adventure Begins

Your adventure begins as Mega Man tries to escape the dig site. This is your opportunity to become familiar with Mega Man's trademark moves and learn how to navigate through the dangerous labyrinths that lie ahead. Don't worry about becoming an expert right away—just follow Roll's advice and use this area as a practice playing field.



They aren't obvious at first, but look at the right wall to see the three Zakobon Reaverbots lying in wait.

Fire!

1. Approach the three Zakobon Reaverbots in the wall until the first jumps out to attack, then step back, Lock-On, and fire! Be careful to move away from the timed bombs he drops or you'll take damage from their small explosions.

Fire: ■
Lock-On and Fire: Press and hold R2 to Lock-On, then press ■ to fire.

Quantum Refractors

Caution

With Lock-On enabled, Mega Man will target whatever enemy is closest, even if it is behind a wall or cannot shoot you. For example, if you are standing safely on a ledge above some Reaverbots and use R2 to look up or down, Mega Man will instead lock on to the Reaverbots below because they are the closest threat. Go into the Options and deactivate Lock-On to look around freely and fire manually. This may save you from taking damage from an airborne, long-range Reaverbot that is farther away than the non-threatening targets below, but is targeting and hitting you.

Whenever a Reaverbot explodes, it drops different-sized refractors. They provide energy for machines but are also used as currency (or "Zenny")! Collect them quickly before they disappear.

Open the Door

Press ● to open the door. Pressing ● lets you investigate items, open doors, and talk to the citizens of Kattleox.

Tip

The Lock-On feature is a handy tool to use in most skirmishes. In situations where you are surrounded by many mediocre or difficult-to-defeat enemies, however, the Lock-On can become a handicap. Rather than having Mega Man turn and fire sporadically as each Reaverbot gets closer, go into the Options and turn off the Lock-On option. Back up to a safer place and manually fire on each individual enemy.

2. Open the door and walk north into the next room.

Activate: ●

You're Going the Wrong Way ....

If you want to investigate this labyrinth, Roll warns you that it's a bad idea. A strange blue button in the floor to the northwest makes you think she could be right ...

There's Something Right in Front of You!

Be careful going through the door—Roll sees a few Reaverbots on her scanner!

Jump and Climb

There isn't anything in this room to overcome except the ledge. You can jump it, but you should also practice pulling yourself up.

3. Practice jumping up onto the ledge, then master pulling yourself up.

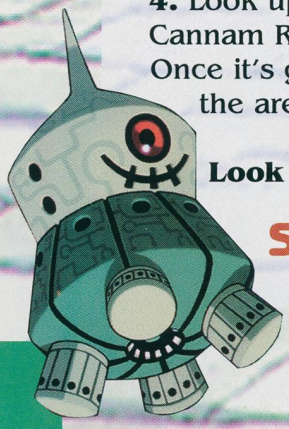
Jump: ×
Climb: Jump toward the ledge with ×, then hold ↑ on the D-pad to pull yourself up. If you want to let go of the ledge, press ↓ on the D-pad.

Look Up!

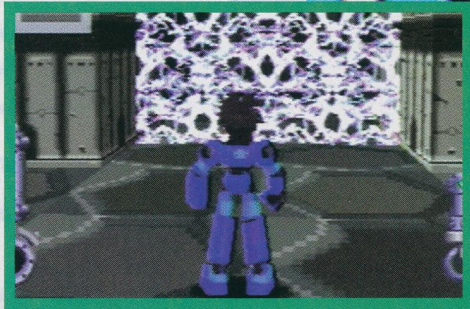
Enemies can be airborne or on the ceiling, and passageways can be found on tall ledges. Looking up is an important part of thorough exploration.

4. Look up, Lock-On to, and continuously fire at the Cannam Reaverbot on the ceiling to quickly defeat it. Once it's gone, practice looking up and around the area.

Look Up: ×



Shutting Down the Force Field



There's always a switch nearby when you need to shut down a force field.

5. The force field can be shut off by destroying the switches in the room to the west. Jump up onto the ledge and either shoot at or kick the two switches.

Kick/Special Weapon: ▲

If you don't have a Special Weapon equipped, you can Kick by pressing ▲.

Treasure Chests

6. Now that you've knocked out both force fields, you can check out the small room to the west and collect the treasures: a Power Raiser (a Buster Part) and 560 Zenny!

Treasure Chests are usually great things to open, but always be ready to move out of the way in case you open a Mimic instead!

Equipping a Buster Part

Each time you find a Buster Part, compare it to the Buster Parts you already have and see if it will improve any of your power meters.

Tip

Shoot the giant blue cube in the room to the east to collect Quantum Refractors and Orange Energy Cubes. (You can't jump up to the ledge in this room yet, so ignore it for now.

7. Now press Start to go to the Menu and select Buster Parts. Attach the Power Raiser by selecting Equip, then choose one of the two empty spaces (representing your left and right arms), and then pick the Power Raiser from the Buster Parts menu below. Now your Attack meter is more powerful!

Tip

When you have a good supply of Buster Parts to choose from, try different combinations to get the most fire power. Some Buster Parts have good Range, others have Attack power or Rapid Fire. To see how a Buster Part will affect your meters before you put it on, select the arm you would put it on, then move the cursor over each Buster Part; behind each power meter you'll see a shadow that indicates how each meter will go up or down if you equip the highlighted Buster Part.

HanmuruDoll Reaverbot

8. This is the largest Reaverbot you've encountered yet, but despite his great size, he really isn't too difficult to defeat. There are three steps to his attack.

The first step involves finding you. He'll stomp around a bit until he sees you, and then he'll start to walk toward you until he gets close enough to attack. It's better to let him find you than to run away constantly, because he'll rush at you quickly if he can see you but can't get close to you. He's very difficult to avoid when he's rushing, so try to stay somewhat close.

Once he gets close enough to attack, he'll raise up his arm. When he does this, he can't walk, so this is your chance to escape, find a safe spot, and start firing at him.

Shortly after he raises his arm, he'll bang it down and create several nearby explosions. Make sure that when you find your safe firing spot, you're far enough away that the explosions can't reach you. Once he raises his arm back up, the whole process starts over again, so just repeat these steps and you'll deactivate him before you know it.

Other Important Moves ...

Roll: ×+(L1 or R2)

This move allows Mega Man to quickly dive to either his left or right to avoid incoming enemies or their projectiles. Don't underestimate the usefulness of this move! However, if you plan on using it, make sure you get it right or you'll be stuck in the air and probably won't avoid what's coming at you.

Move Slowly: ●+any direction on the D-pad

Move slowly to avoid being immediately noticed by pacing foes. Remember, it doesn't make you invisible, just sneaky!

Tips

- Take a moment to figure out what kind of turning system you want to use. You can use either the L1 and R1 buttons or the ← and → D-pad buttons to rotate. It's really a matter of personal preference, but you should experiment with both types of control to determine which one you like best. The D-pad control is bound to be more familiar to anyone who has experience playing 3-D games, but the L1/R1 control also has advantages. Whichever you choose, we recommend you stick with it. Moving around becomes much easier if you take the time to get used to one style, rather than switching back and forth in midgame to decide which style of control you prefer.

- Listen! A warning buzzer will buzz twice if there's an enemy within range. If you can't see the nearby threat, use your Lock-On ability and Mega Man will swivel and aim directly at the elusive enemy, even it's behind a wall or ledge.

- When enemies explode, not only do they drop Quantum Refractors, but sometimes Orange Energy Cubes. If you can collect these before they disappear, Mega Man's Life Gauge will recharge! It's very important that when your Life Gauge is low, you collect all of the Orange Energy Cubes *before* the Refractors ... it can literally save your life!

- If there's just no way to avoid enemy fire, press × to lessen the damage effect.

MISSION ONE

Labyrinth Maps

Quick-Trip Walkthrough

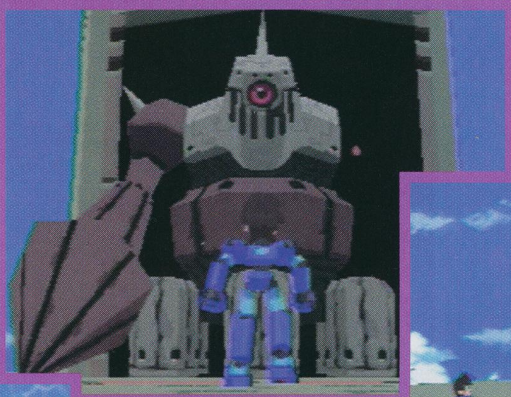
1. Follow the path north to Town.
2. Talk to Gramps.
3. Go to the Apple Market in Town.
4. Go into the Junk Shop and promise the Owner's wife that you will look for her husband.
5. Enter Portal One.
6. Find the Junk Shop Owner around a few corners.
7. Return to the Junk Shop.
8. Find Roll and Data next to the junky car.
9. Talk to Roll.

10. Return to Apple Market and listen to what the three boys are saying.
11. Go through the north door into Downtown.
12. In Downtown, head through the next north door to City Hall.
13. Find the City Hall building and talk to the Police Officer.
14. Go back to Downtown through the south door.
15. Talk to the girl hanging on the pole, then talk to the dog.
16. Return to Roll.
17. Head toward the battle with the pirates in Downtown.
18. Get the Gate Key from the Three Servbots.
19. Fight Tron Bonne.
20. Save City Hall from the pirates.
21. Fight Bon Bonne.

A Funny Thing Happened on the Way to the Flutter ....

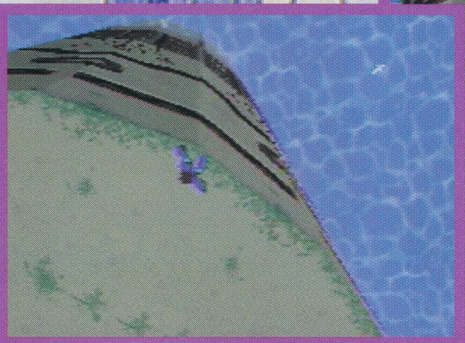
The HanmuruDoll Reaverbot has been deactivated, so the coast must be clear.

You make your escape to the top of the tower where Roll is waiting in the Flutter.



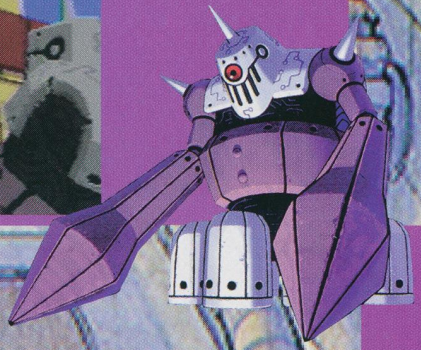
Suddenly, you hear a noise behind you ...

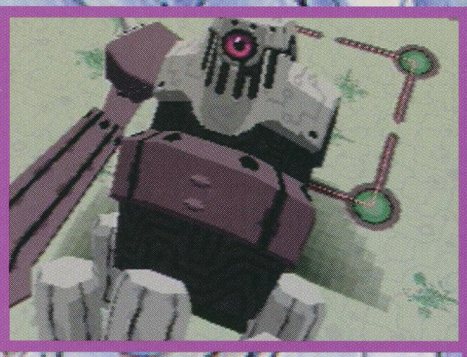
Oh great! The HanmuruDoll must've had a backup energy cell!



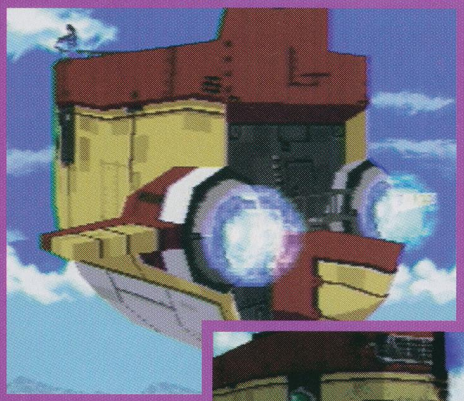
Nowhere to run! The only way out is down!

Ha Ha! Roll and the Flutter to the rescue!

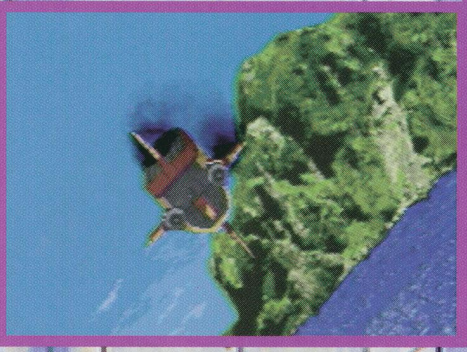




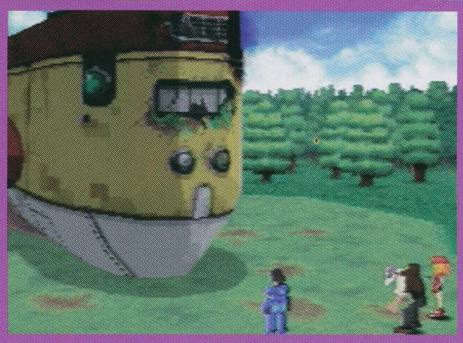
See ya later, Reaverbot!



Setting a course for … hey, what's that funny noise?



Oh no! The engines are burning up! We're gonna crash!



Well, we made it one piece, but the Flutter sure didn't.

Welcome to Kattleox

Now that you're all stranded on this island, someone is going to have to explore and find a replacement Refractor for The Flutter. Being the hero, you're a natural choice!

1. Follow the path north to the sign that reads "To Town."

2. Here comes a police car! Return to Gramps and talk to him to initiate the conversation with the Inspector.

No sooner have you passed the sign than an Inspector and Police Officer show up to investigate the crash!

3. Follow the path north to the Apple Market in Town.

On your way to Town, a Police Officer mistakes this illegally parked ship for yours and tells you it's in a no parking zone. Whose ship is that?

4. Go into the Apple Market and into the Junk Shop at the end of the walk on the right. The Junk Shop Owner's wife is worried about her husband. Will you look for him? Of course!

Rescuing the Junk Shop Owner

Tip

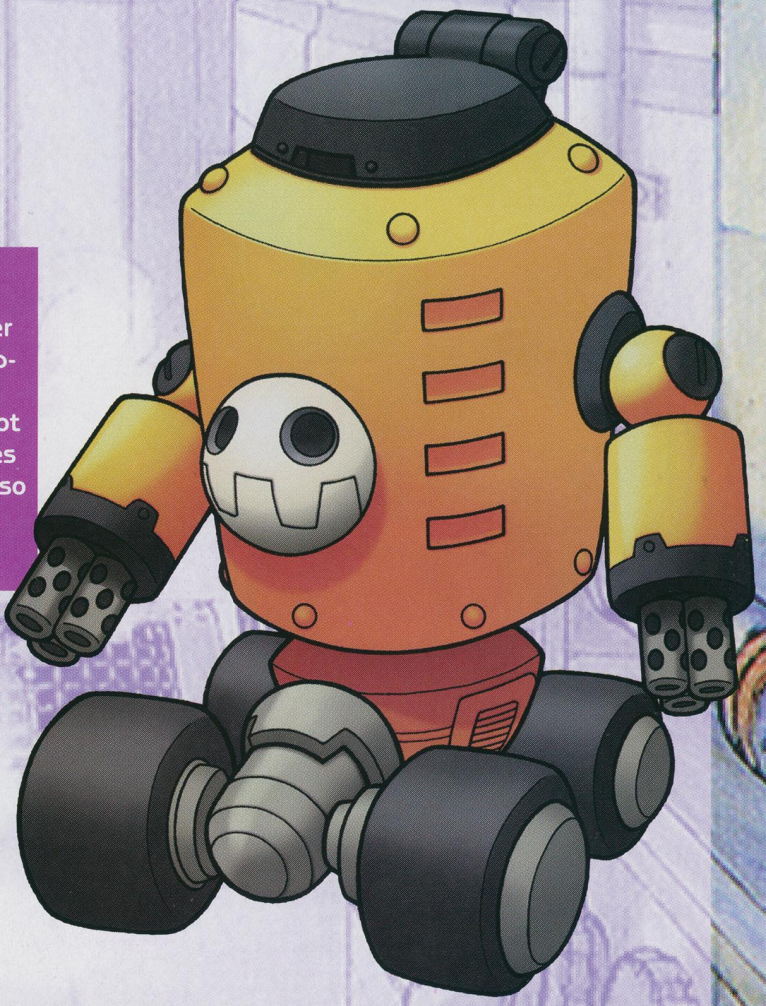
Be sure to check out all of the Garbage Pails and boxes in Apple Market for hidden items: Refractor Shards worth Zenny and a Broken Cleaner!

The Junk Shop is out of ship parts and the Junk Shop Owner went out on a dig to find some. Problem is, he hasn't come back ...

5. Leave through the south door of Apple Market and go through Portal One.

6. Through Portal One, wind your way through the mini-labyrinth and find the Junk Shop Owner standing on top of a ledge above six Mirumijee Reaverbots.

The Junk Shop Owner stands helpless on a ledge. Shoot the enemies below him so he can get out safely!

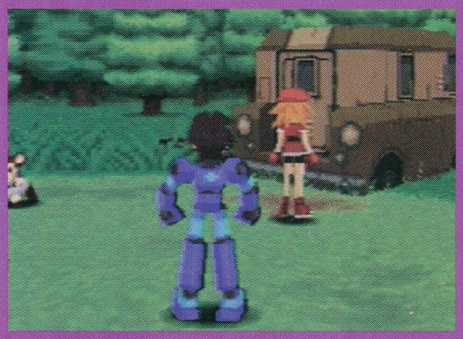


Now that you've saved his life, visit the Junk Shop Owner's store in the Apple Market for your reward!

7. Return to the Junk Shop in Apple Market and receive a Mine Parts Kit and the old, beat-up car outside the city walls as a reward for your heroic effort.

8. Go through the south door of the Apple Market and find Roll and Data next to the junky car.

9. Talk to Roll and she will start to overhaul the car and install your first Special Weapon: the Splash Mine! Just drop it in the path of a ground-based enemy and—KABOOM!



Roll is ecstatic when she finds out she can overhaul this hunk o' junk.

When you leave the car, a Police Officer arrives with your new Citizen's Card! Now you can visit Downtown.

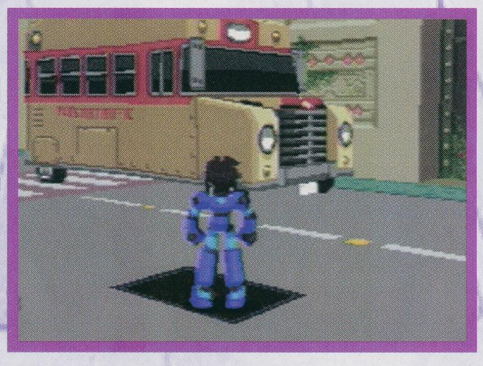
10. In Apple Market, go to the door at the other end and listen to what the three boys are saying. Use the ● and the D-pad to move slowly and then listen to their secret meeting.

Move slowly toward the kids blocking the door to listen in on their meeting.

11. Once the kids leave, go through the north door into Downtown.

Who is this girl? And why is she picking on me?

Exploring Downtown



Tip

Always look *both* ways before crossing the street or *this* could happen to you!

This may look like an ordinary manhole, but exploring it will reveal that it's an entrance to the sewers.

Tip

Check *every* Garbage Pail in the neighborhood and you'll find goodies like a Zenny and a Broken Motor, which Roll will use to make something cool for you ....

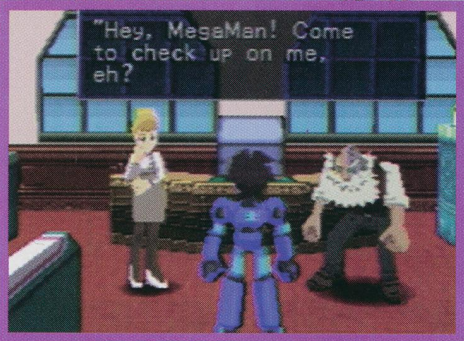
At the sewer's end, examine this hole and you'll find the way up to the ledge you couldn't reach in the first labyrinth!

12. In Downtown, head through the north door and into City Hall.

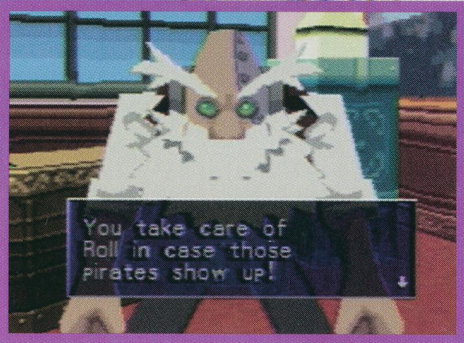
City Hall

13. Find the City Hall building in the middle of the north end of town and talk to the Police Officer.

It's that rude girl again. She sure gets around!



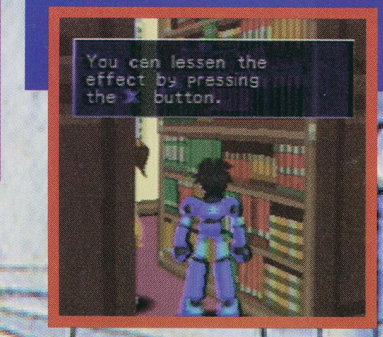
You find Gramps having a chat with his good friend Amelia, who just also happens to be the Mayor of this island!



Although he's glad that you've found him, Gramps wants you to return to town and keep an eye on Roll while he talks with the Mayor

14. Go back to Downtown through the door to the south.

Looks like Paprika's got that girl up a tree—er, pole. Mega Man to the rescue!



Amelia is worried about rumors that pirates are coming to town.

As you leave City Hall, you spot that same girl who snapped at you earlier being chased by a local dog named Paprika.

15. Talk to her, then talk to Paprika to settle him down.

Tip

The Library is a treasure trove of information. Be sure to stop by and read a few books.

Paprika tells you, in his own way, how suspicious he is of the new girl in town

For a moment, you're sure she's going to say something nice, but then ....

Something tells you this is not the last time you'll see that girl.

16. Return to the area south of the city gates where Roll is overhauling the junky car.

Roll is instantly worried when you tell her where Gramps is.

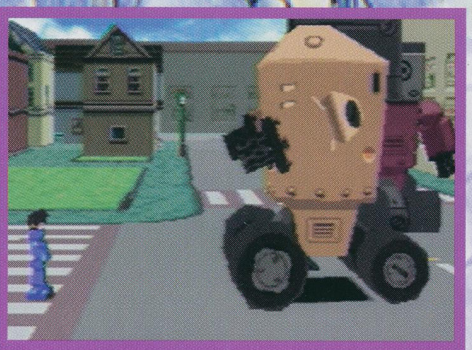
Oh no! Did you see those ships fly by? They're attacking the city! And Gramps is still in there!

17. Head toward the battle with the pirates in Downtown. (This is an excellent point to save the game!)

Getting the Gate Key from the Three Servbots

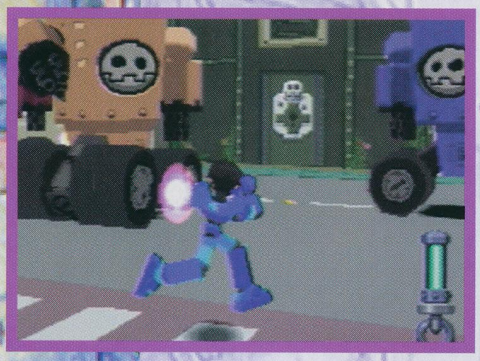
The police won't let you through. It's too dangerous!

Even though you don't want to disobey the Officers, you've got to save Gramps!



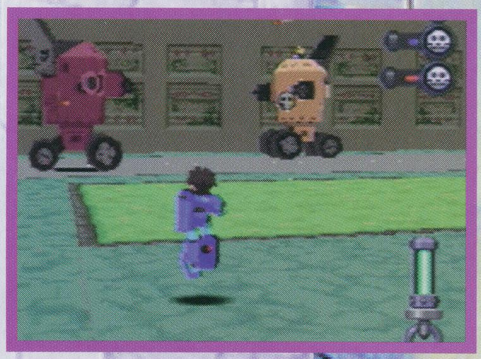
Before you know it, you've got trouble headed your way.

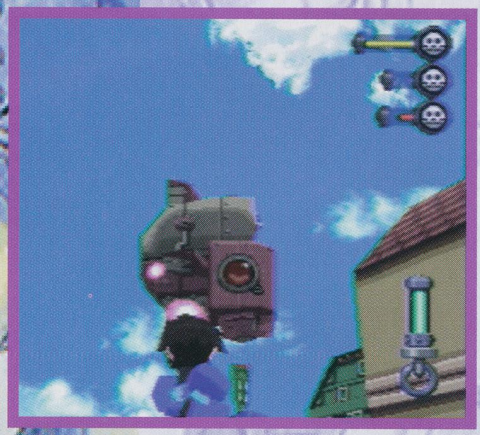
The Servbots have never fought against you before and they think you're a wimp, but you're about to prove them wrong.



As the battle begins, all three Blumebears remain standing in place, lazily firing at you. You should be safe as long as you stay on the move, so keep on hitting them and eventually they'll get scared.

To keep the key as safe as possible, they begin to pass it back and forth.





During the fight, look for a Drache in the sky. If you can bring it down, you'll earn some Energy Cubes and Quantum Refractors for your effort.

It's easiest to concentrate all of your efforts on the Blue Blumebear. Built for speed, the Blue Blumebear has the lowest stamina of the Three Blumebears, making it the best candidate for early retirement. Just make sure that you deliver the final blow when it's holding the key, or you'll have to go after one of the other remaining Blumebears to retrieve it.

Now that I've got the key, I can save Gramps!

The Three Servbots aren't too happy about losing that key.

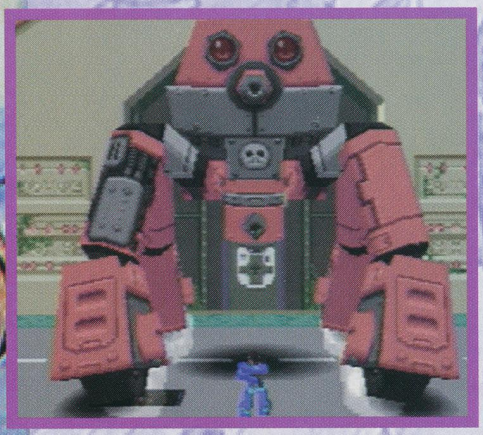
You overhear one of the Servbots beg "Miss Tron" for forgiveness

Miss Tron isn't too happy with the Servbots either!

When you finally meet Tron, she promises not to kill you if you become her personal slave.

Tron doesn't take kindly to your refusal. Get ready for a fight!

Boss Fight: Tron in the Feldynaught

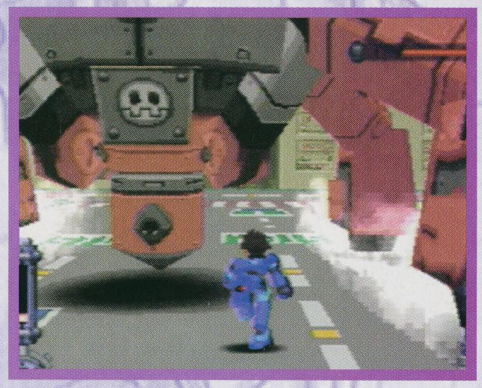


Tron is tough to defeat, but all it takes is a little Mega-effort to shut her down. While the Feldynaught has lots of nifty weaponry, it's all useless if you can recognize what's coming before she unleashes it.

The Feldynaught's most basic and common attack is to stand in place and shoot out bombs or bullets in a variety of ways. These attacks are easy enough to avoid, as long as you don't just stand still. Keep on the move and retreat if you see something coming your way.

If you see the Feldynaught begin to spin, stand back! It can fire guns, drop bombs, or come charging across the road toward you. If it charges, avoid it by running off the street. It's possible to dodge between the Feldynaught's legs, but this dangerous move may hurt you more than it helps.

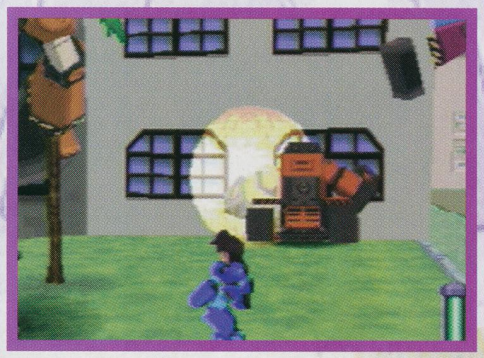
If the Feldynaught isn't spinning, it's likely to activate its flamethrower by bringing its front arms together. Just stay back a little, step to the side, and blast her while it recovers.



Don't force this fight or it'll be over before you know it. Stand back, pick your shots, and fight smart if you want to win!

Saving City Hall

Just when you thought the city was safe, something like this has to happen! Now you're going to have to knock out all of the robots swarming around the city. Buildings around City Hall can be demolished without much consequence, but if City Hall itself falls, then the Mayor and the future are lost!



Start out by circling City Hall and eliminating the Maiberu Haagens that are attacking it. If you think you know which way they're going to go next, try dropping a mine in their path.

Tip

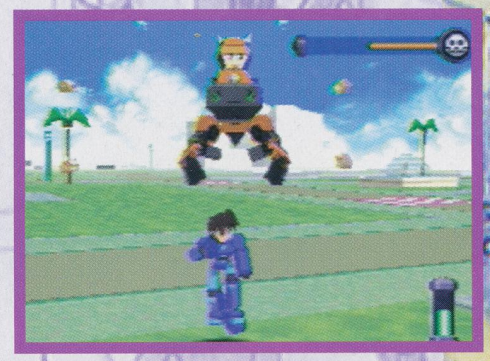
This would be an excellent time to disable your auto-targeting system. With so many moving enemies surrounding you, Mega Man would spend more time targeting what's closest than concentrating on any one enemy at a time.

Once the area around the building is safe, look skyward and start destroying the Horunisses around you. They tend to miss a lot, so don't be afraid to stand still and shoot.

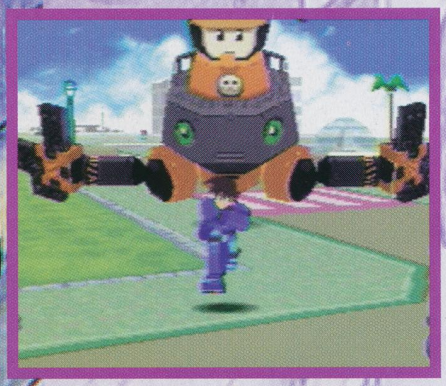
Finally, check the far reaches of the city to mop up any stragglers. When you've completed the job, head back to the front door of City Hall.

Boss: Bon Bonne

Will it ever stop? Just when you thought the city was safe, this flying menace decides to crash the victory party. Luckily, this robot doesn't get around very quickly, so you've got the upper hand—as long as you don't stand still for too long.



The first thing you'll have to watch out for are the seeker missiles. As soon as you see these, make a beeline through them back toward Bon Bonne, weaving through any poles or trees around you. The longer you keep the missiles away, the more likely they are to sputter out or hit something else nearby.



Don't get too close to Bon Bonne when avoiding the missiles, because he's likely to come after you and try to smoosh you with his big hands. You can avoid this attack if you keep running away, but point the camera toward him often so you can anticipate his next attack.

Luckily for you, Bon Bonne's Yo-Yo tongue attack is easily avoided and allows you ample time to attack. As soon as you hear Bon Bonne's windup grunt, step to the side just a bit and let loose with your Blaster. Wait for Bon Bonne to retract the Yo-Yo, then listen for that telltale grunt again. Step to the side, blast away, and prepare yourself to avoid those seeker missiles again.

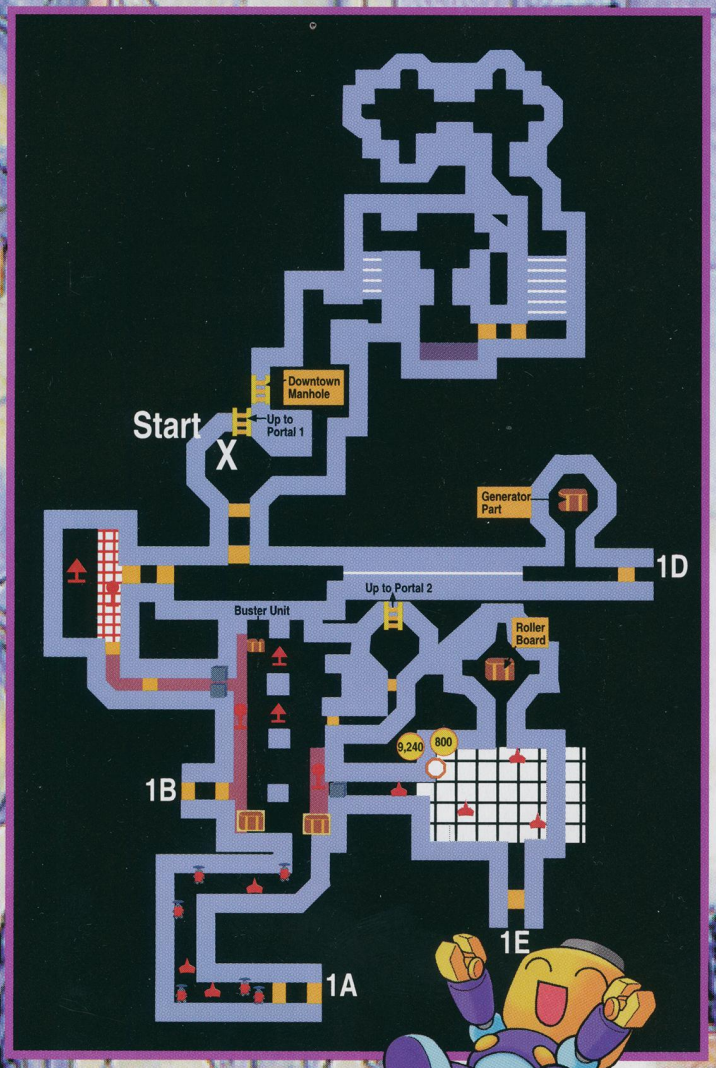
Follow these steps and Bon Bonne will be toast in no time. Finally, the city is safe again ... right?

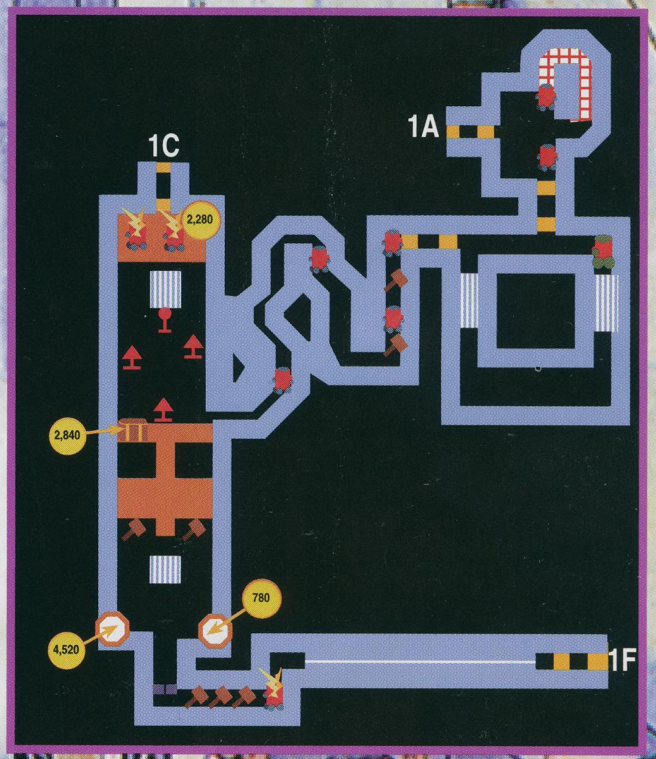
Extra Exploration

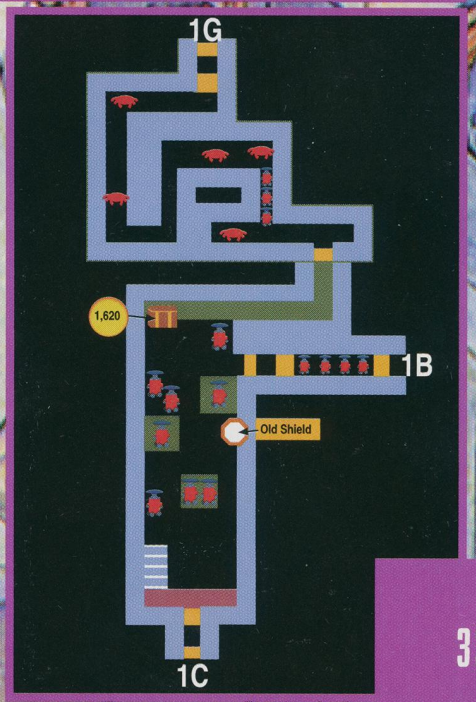
Once you've gone down into Portal One and explored a little bit, you'll find that there are extra areas to explore and new items to find! It won't interfere with the story, but you can take damage from the numerous Reaverbots patrolling the area.

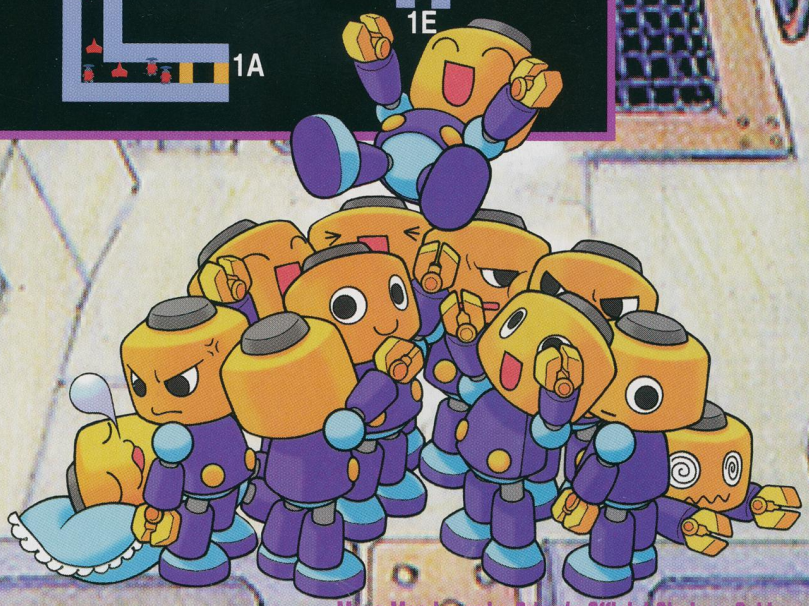
Tip

As you complete each mission and explore new areas of the labyrinth, you'll find that each labyrinth area connects to another. Eventually, you'll have a complete underground map that corresponds with the cities above ground! Keep track of which portals and areas connect and how they can be reached again.



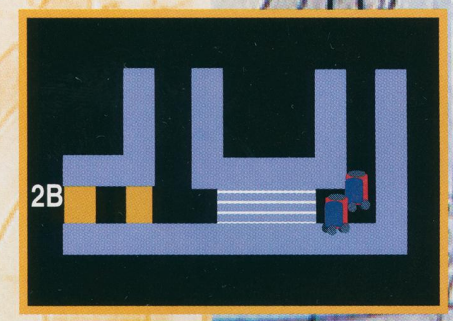


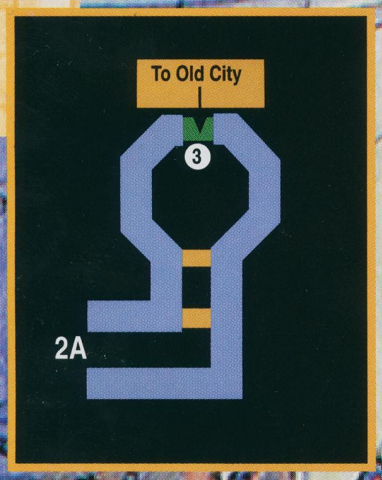


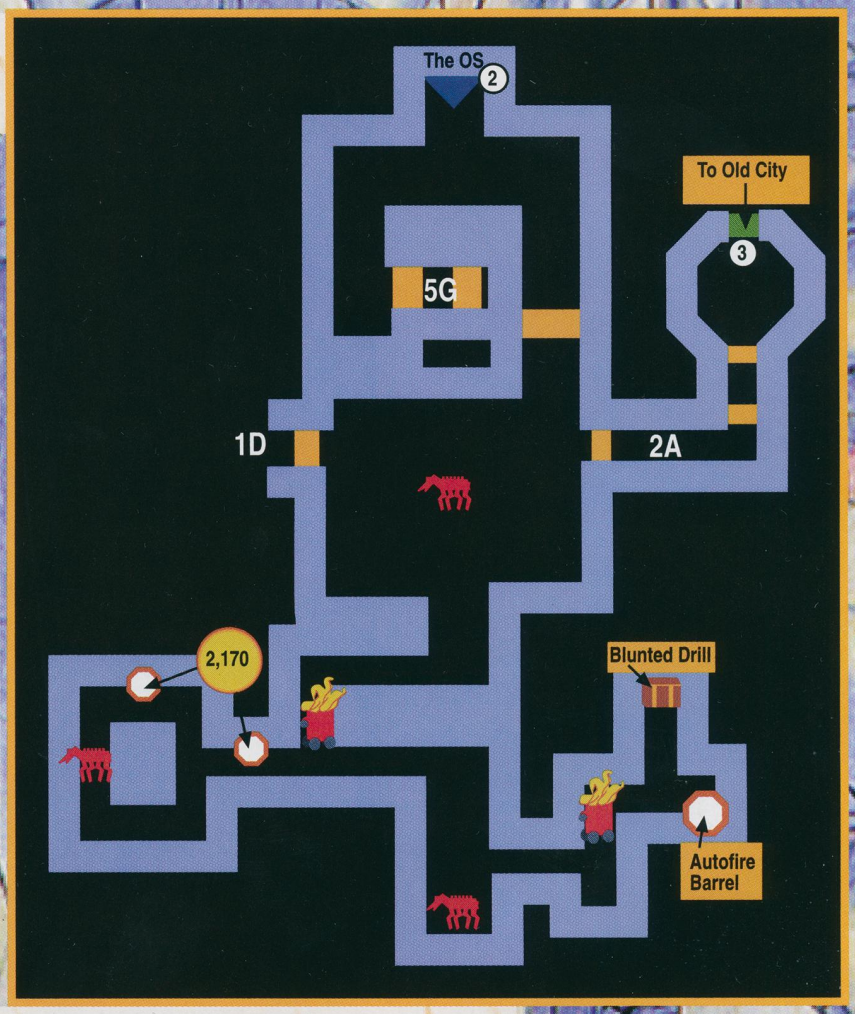


MISSION TWO

Labyrinth Maps





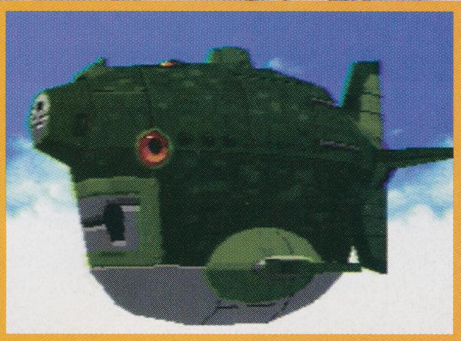


Quick-Trip Walkthrough

1. Return to the Support Car in front of City Hall and talk to Roll.
2. Make your way east across the plains and south to the tall cave.
3. Go across the bridge and through the cave next to Data.
4. Enter the chasm.
5. Fight T-Bonne's Giant Robot, Marlwolf.

One of the Bonnes' Draches carries away what's left of your adversary.

This victory puts you another point ahead of the pirates! (groan ....)



It's the pirates' mother ship, the Gesellschaft!

Meanwhile, inside the ship, the mastermind behind the pirates is getting ready to watch his favorite show.

Too bad the news is still on.

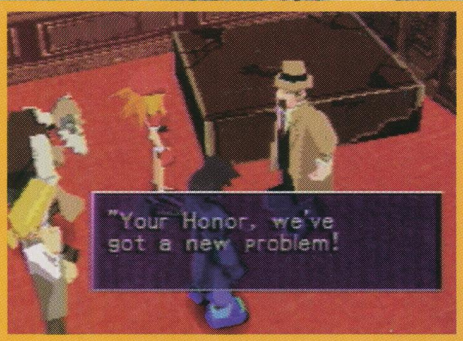
It must not be good news for him!

Uh-oh ....
If he's half as crazy as he looks, you could be in deep trouble!

You and Roll are really worried about Gramps and the Mayor

Luckily, the Mayor and Gramps are fine.

As a reward, the Mayor gives you a Class B License!

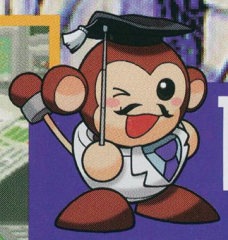


Apparently, there's a new problem. The pirates are digging in a new area and it's up to you and Roll to stop them!

Wow! Roll sure fixed that hunk o' junk up! Now Roll can use this Support Car to pick you up virtually anywhere above ground!

You explain to Roll that you have to go help the Inspector investigate the illegal digging.

When you arrive at the door, the police are already guarding the entrance. Go on through ....



Tip

From now on, anytime you find a "Normal Item" like a Broken Motor, bring it to Roll in the Support Car and see if she can build a new weapon or Buster Part for you.

1. Return to the Support Car in front of City Hall and talk to Roll. She will give you a walkie-talkie. Now you can use it to call Roll and have her pick you up virtually anywhere above ground! (It's in the menu under "Special Items.")

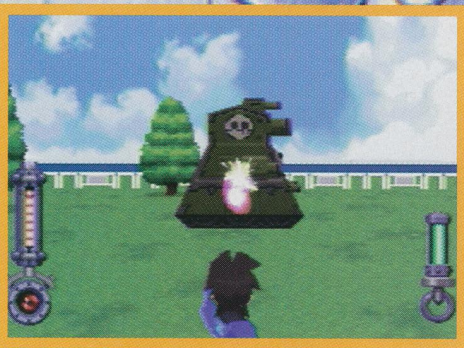
Before entering the fray, you should visit the Junk Shop to upgrade a few items, and then visit Data to refill your Life Gauge and save your game!

Yass Plains Battle

2. Make your way east across the plains and south to the tall cave.

Those darned Bonnes are at it again! You're just gonna have to start taking out those Leopordos one by one.

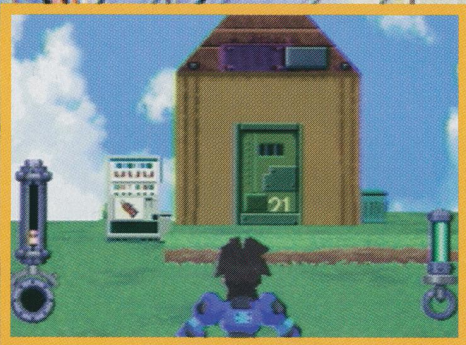
The Bonnes' Leopordos may have powerful cannons, but they lack turning speed.



Get behind or up on the side of a Leopordo and hit it with a volley of fire.

Watch out for the pesky Gun Batteries up on the hills. Don't let their size fool you; they're easy to defeat.

You'll find the Inspector and several familiar friends hiding from the Pirates in this building.



It may look impossible, but you can get up to the little shack on the hillside! Go around the hill so you can see the back of the house. There's a little hill next to a tree. Stand to the left of the tree, face the hill, and jump toward it. You should be able to just hang on the edge and pull yourself up.

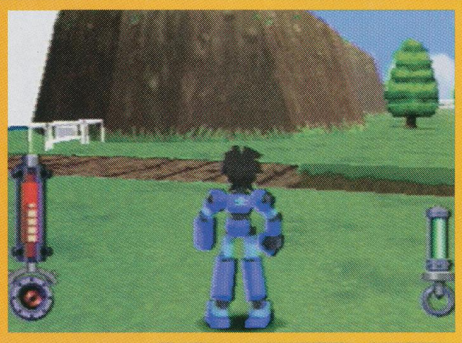
On the right side of the shack, investigate the box and you'll find a Safety Helmet!

On the left side of the shack is a soda machine. Anytime you drink a soda, it totally refreshes your Life Gauge.

Inside the shack, you'll be able to buy anything you can normally buy from the Junk Shop.

Look out for these two Leopordos as you run for the cave!

Cross this bridge and you're almost there... .

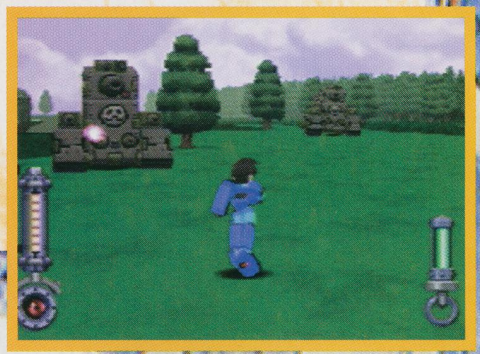


Data usually doesn't show up unless it's a good time to save, so do this before entering the next area!

3. Go across the bridge and through the cave next to Data.

Boss Fight: Marlwolf, T-Bonne's Robot

4. Either fight through or avoid the last few Leopordos, then enter the chasm.

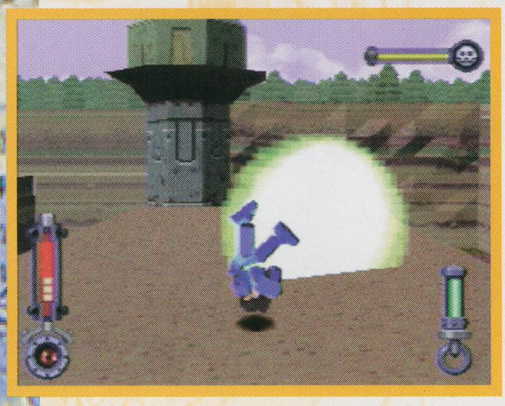


Hey! It's the Bonnes and that spiky haired guy again!

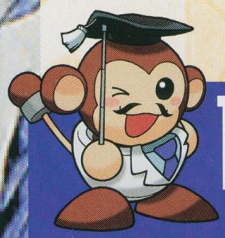
Need to get a closer look!

Whoa! A little *too* close!

It appears that Mr. Bonne likes to ride in style. Fortunately for you, his new treads aren't as indestructible as he thinks.



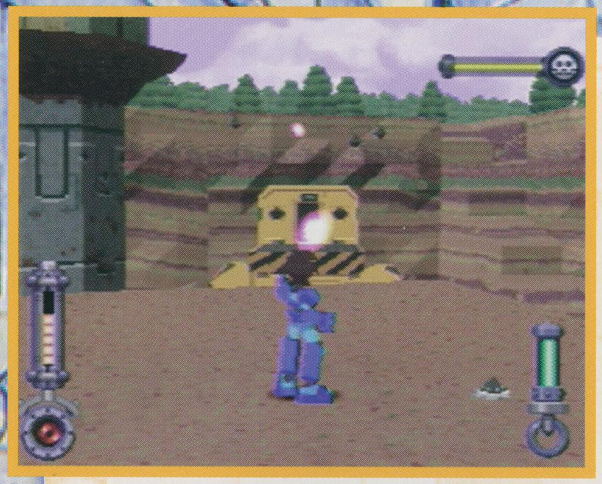
Begin this fight by concentrating all of your firepower on Marlwolf's tank-style tread system. Ignore T-Bonne's taunting—despite what he thinks, you are hurting him each time he speaks up.



Tip

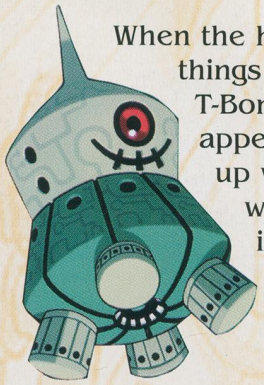
Watch out for the green energy ball that Marlwolf periodically shoots out. It can track you virtually anywhere since you're always in its line of sight. Make sure to either duck out of the way or hide behind a wall to avoid it.

Once you damage his treads, Marlwolf will have a lot more difficulty getting around the battlefield. Position yourself on the opposite side of the tower from Marlwolf and take out the turrets that surround the area. It's easier to move around if you don't have to dodge Marlwolf and the turrets at the same time.



Now it's time to take your shots at Marlwolf's hatch. Climb up the cliff, right across from the slope you slid down to get here. Keep climbing until you're just as high as Marlwolf's head. At this point, you can either run around the ridge, taking shots at the hatch from a distance as it opens, or ...

... you can tremendously speed things up by jumping onto the hatch deck to get the best shot possible. This will make the battle go faster and give you less chance of being hit, but you aren't entirely safe, either.



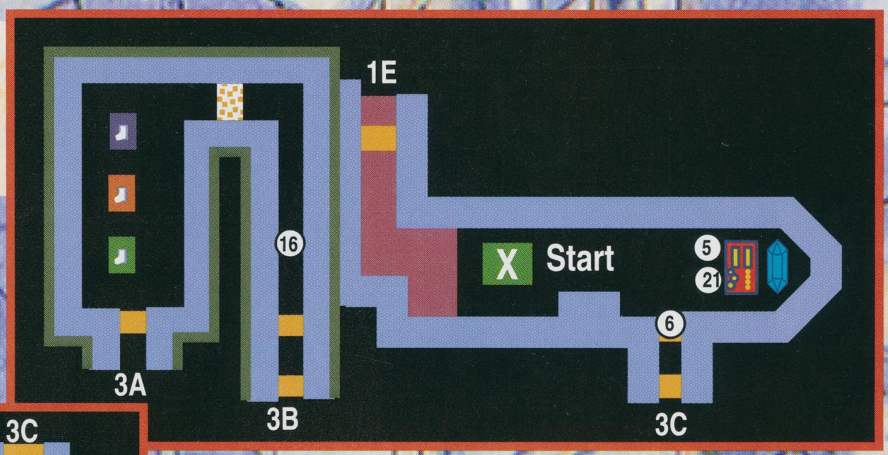
When the hatch opens, one of two things can happen. Either T-Bonne's flying bombs appear, or a Bonne shows up with a bomb. You can shoot the Bonne without much worry, but be careful to stand back and make sure the flying bombs aren't coming at you first. If you shoot one while it's right in your face, you'll be knocked off.

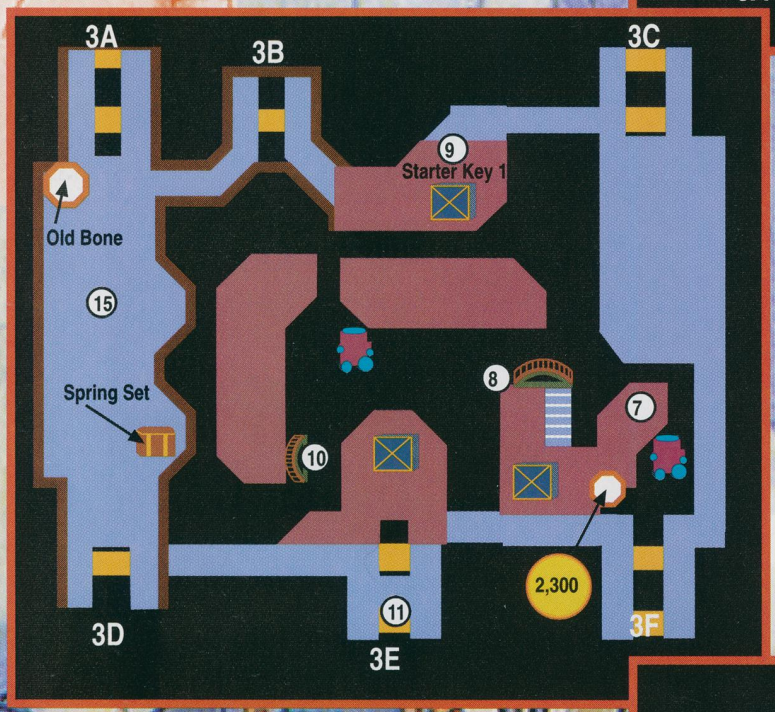
Once you hit the hatch a few times, Marlwolf will begin to show signs of damage. In an attempt to shake you off, Marlwolf's huge hands will come up toward his head. When you see the fist coming your way, quickly move to the opposite side of the hatch deck to avoid being knocked off.

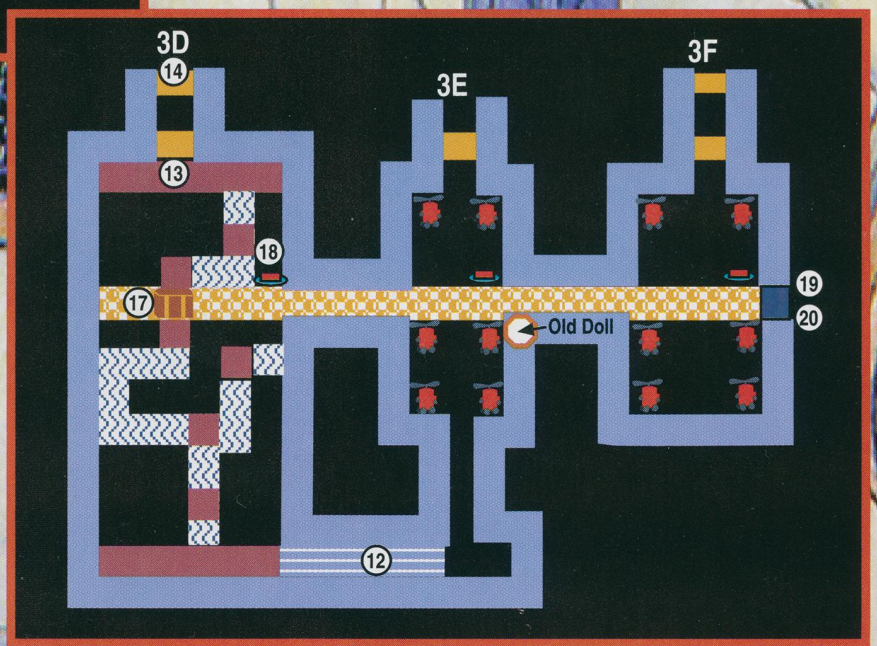
If you can keep up your assault on the hatch, T-Bonne and company are going to have one less robot to terrorize the world with.

MISSION THREE

Labyrinth Maps







Quick-Trip Walkthrough

1. Return to Clozer Woods and head south until you reach a cave.
2. Go through the cave to the other side.
3. Take out every enemy as you head to the Cardon Gate.
4. Enter Cardon Gate.
5. Check the control panel in front of the Yellow Refractor.
6. Go through the door that leads south.
7. Jump over to the ledge with the green bridge.
8. Kick or shoot it until it falls.
9. Defeat the Jakko's Nest on the other side of the room. Check the debris and find Starter Key One.
10. Cross the second bridge and head through the middle door leading south.
11. Go through the door to the south.
12. Head up the ramp to the ice and stop in front of the ice path.
13. Get to the other side of the room.
14. Leave the Green Chest for now and go through the door to the north.
15. Continue across this platform and through the next door.
16. Step on all three switches (green, yellow, red) to kill the force field, run into the hallway, and pick up Starter Key Two.
17. Return to the ice room. Run across the ice to the Green Chest and stand on the ice so that you and the chest fall to the floor and onto the purple Conveyor Belt.
18. Press the Button on the wall to the left of the Conveyor Belt to get it going, then stand next to the Chest.
19. When you reach the third room, jump off the Conveyor Belt. Let the grinder grind up the chest.
20. Collect Starter Key Three.
21. Return to the control panel in front of the Yellow Refractor and pull the switch to lower the shield.
22. Return to City Hall and talk to the Mayor. Donate money to repair the towns.
23. Go to Wily's Boat Dock on the west end of town.
24. Ask Wily for a boat. Try to go through the door to the right of his counter. When he stops you, go through the door anyway.
25. Talk to the technician next to the broken boat. Call Roll and she can come fix it!
26. Once Roll has fixed the ship, Wily gives you permission to use the ship anytime.
27. Take the ship out to the lake.
28. Fight T-Bonne's navy and Barukon Gelede!

When Marlwolf starts flashing and T-Bonne's trying to put out the fire, it's time to bail!

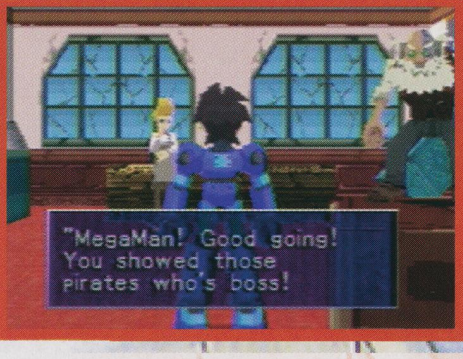
Guess he couldn't put the fire out in time ....

It's up to the Servbots to take care of their broken leader.

You watch as the pirates sail off to lick their wounds and regroup.

Meanwhile, in a meeting room on the pirate ship, Tron offers encouragement to her dejected brother.

Tron's new plan and encouragement are all T-Bonne needs to feel like his evil self again.



When you return to City Hall, Gramps and the Mayor are sure to congratulate you for your heroic efforts.

Your next reward is a Class A Digging License and permission to dig inside the island's Sub Gates.

Clozer Woods Battle

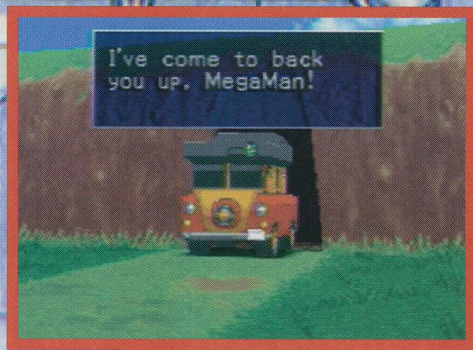
1. Return to Clozer Woods (where the Flutter is sitting) and head south through the mountains until you reach a cave.

The woman standing in front of the cave warns you about the tanks patrolling on the other side.

When she said "I'm outta here," she meant it!

2. Go through the cave to the other side.

As usual, the Servbots are up to no good.



But luckily, you're not alone! Roll is driving the Support Car so you can use it as cover against enemy attack!

3. Take out every Leopordo and Gun Battery as you make your way to the Sub Gate.

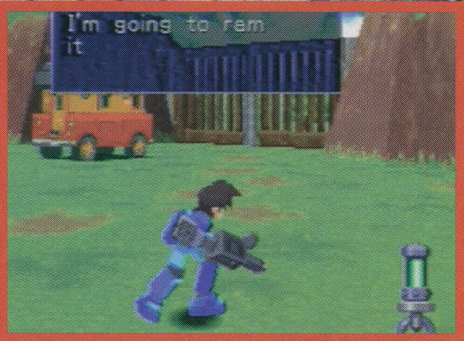
Stand behind the Support Car for cover whenever you can.

The Gun Batteries are quick to turn and fire, but you usually can defeat them with only two or three shots.

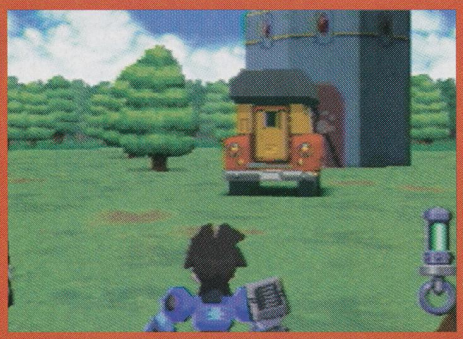
Even though Roll is there to help you, don't stand directly in front of the car or she might accidentally hit you!

Get in really close alongside a Leopordo, then fire as many times as you can before it locks on to you.

When you reach the big gate, you're not sure what to do. But Roll is!



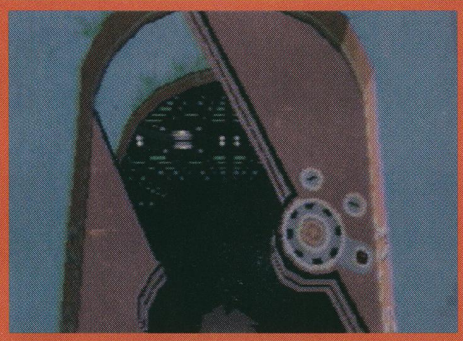
Stand back!



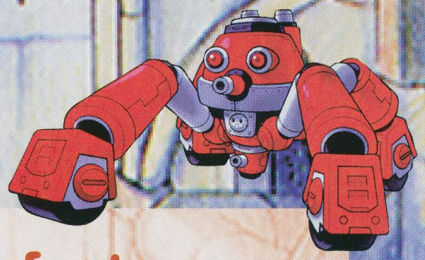
Now you can explore the new dig site, Cardon Gate.

4. After you upgrade your weapons with Roll and save your game with Data, enter Cardon Gate.

You slide your new Class A License through the card slot ...



... and the rusty doors slide slowly open.



Cardon Gate—Getting the Yellow Refractor

5. When the elevator touches ground, investigate the control panel in front of the Yellow Refractor on the east side of the room.

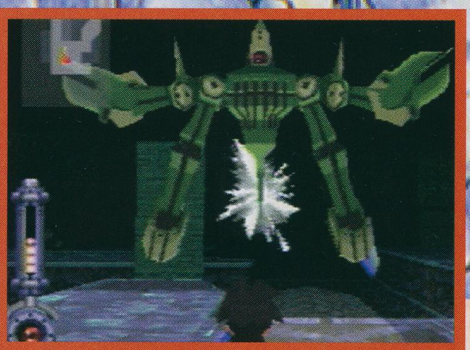
6. Go through the door (next to the Yellow Refractor) which leads south.

Starter Key One

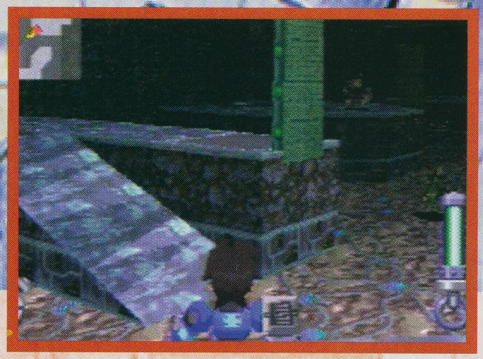
It's going to require three Starter Keys to lift the force field off of the Yellow Refractor.

You may want to turn your Lock-On feature off when firing at these enemies. Once shot or approached, they constantly release giant, mosquito-like Jakko Reaverbots. Defeat the Jakko's Nest first, then finish off the flying menaces.

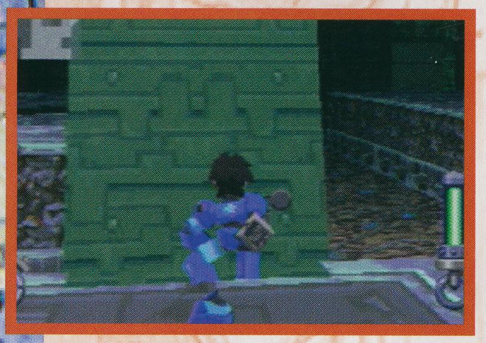
Don't wander around the floor below until you've dispatched these green Sharukurusu Reaverbots.



Be careful! You aren't necessarily safe from the Sharukurusus if you're up on a ledge. They will run up the ramp, and they can jump up, too!



7. Walk across this first ledge until you can see a ramp leading up to the ledge across from you. Shoot the Jakko's Nest and jump across to this ledge.



8. Turn and face the vertical green bridge. Kick or shoot it until it falls and bridges the gap to the island in the middle of the room.

9. Now face the Jakko's Nest on the north side of the room. Defeat it by shooting from the middle aisle. Check the debris and you'll find Starter Key One.

Starter Key Two

10. Kick or shoot down the second bridge, defeat the last Jakko's Nest, and head through the middle door leading south.

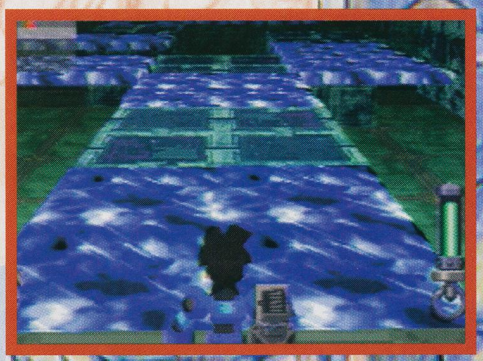
Be ready to Lock-On to and fire at all six of these easy-to-take-out Foo-roos.

11. Go through the door to the south.

A treasure chest! You've found a Grenade Kit!

12. Head up the ramp to the ice and stop in front of the ice path.

13. Don't step on the ice until you're ready or it will break out from under you. Your goal is to get to the other side of the room.



Tip

If you break the ice and fall to the floor, follow the purple track through the door leading east. You'll find yourself in the last room you explored. Come back around and up the ramp, and all of the ice will have regenerated.

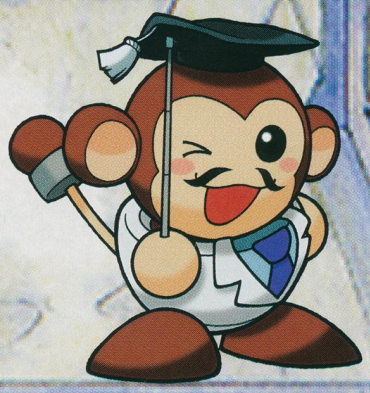
It's easiest (and fastest) to jump over each short patch of ice to the stable cement pieces.

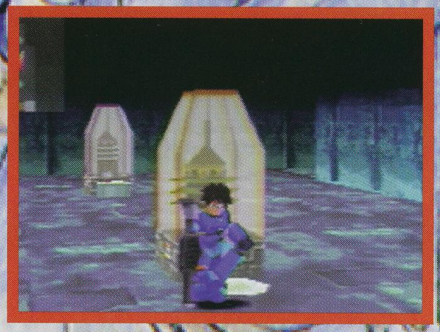
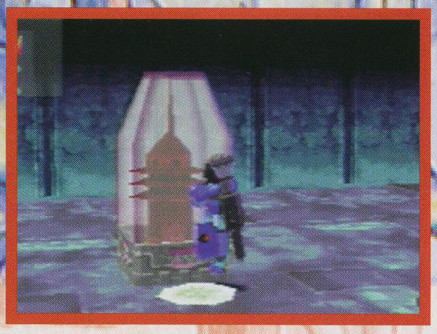
14. Don't try to stop on the ice and open the Green Chest. Just *leave the chest there* for now—it will be part of getting Starter Key Three. Continue across the ice path to the other side of the room and go through the door.

15. Continue across this platform and through the next door.

Hey! This is the room you were in earlier, but now you're up on the really high ledge!

Don't forget to check the hole in this wall to find an important artifact for the Museum—an Old Bone.



16. There are three switches in this room. Whenever a floor Button in front of a switch is stepped on, it drops one of the three colors of electricity in the force field at the opposite end of the room. The problem is, the floor Button resets after only a moment or two. To drop the entire force field all at once, quickly run across the floor Buttons in this order: Green, Yellow, Red. Continue running through the doorway and stop in the hall. If you do it just right, the force field will pop up behind you just after you pass through the doorway. You'll find Starter Key Two in this hallway.

Key Three

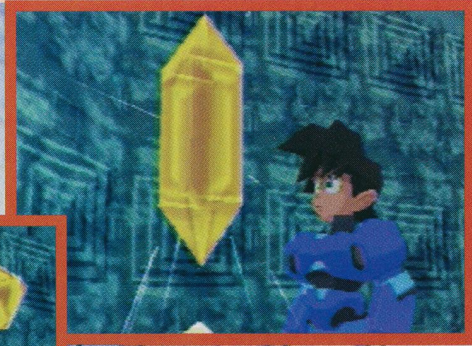
17. Return to the ice room. Run across the ice to the Green Chest and stand on the ice so that you and the chest fall to the floor and onto the purple Conveyor Belt.

18. Press the Button on the wall to the left of the Conveyor Belt to get it going, then stand next to the Chest and enjoy the ride!

19. When you reach the third room, jump off the Conveyor Belt, and shoot the last of the Foo-roos. Let the grinder grind up the chest to reveal Starter Key Three.

20. Push the Button next to the Conveyor Belt to turn the Conveyor Belt off, then collect the key.

21. Return to the control panel in front of the Yellow Refractor and pull the switch to lower the shield.

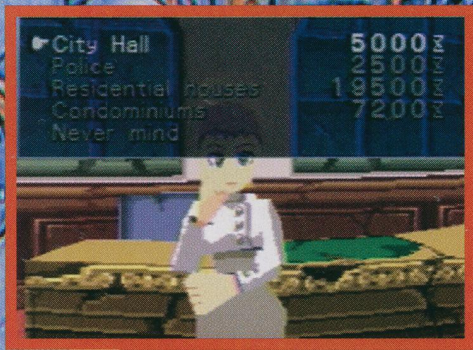


You take the Yellow Refractor and wait ...

... but nothing bad happens! Whew!

Donate Money to City Hall's Restoration

22. Return to City Hall and talk to the Mayor. She needs donations in order to start rebuilding the island. Donate all that you can and earn money from each dig until each of the buildings is repaired.



Welcome to Uptown! There's lots to see: the News Station—KTOX, the Museum, the Hospital, and the Computer School!

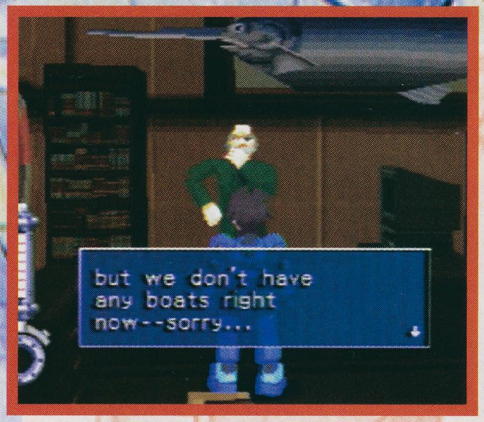
Fixing the Ship

23. Go to Wily's Boat Dock on the west end of town.

Tip

Now that you have the Spring Set, have Roll do an Item Development and make a pair of Jump Springs for you. With these new shoes equipped, you'll be able to jump up to ledges and places previously out of reach. Try them out now by going back into Cardon Gate, taking the elevator down, and jumping up onto the tall ledge next to the elevator!

Someone has stolen all the boats in the harbor, and the only one left is broken down!



24. Ask Wily for a boat. When he tells you there are no boats, go through the door to the right of his counter. When he stops you to tell you it's no use, go through the door anyway.

25. Talk to the technician next to the broken boat. Call Roll and she can come fix it!

All this ship needs is a new refractor.

The Yellow Refractor you just found is perfect!

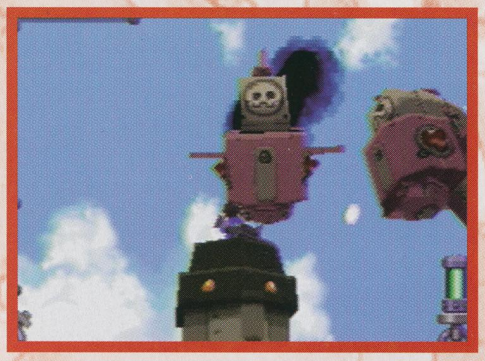
26. Once Roll has fixed the ship, Wily gives you permission to use it anytime.

Boss Fight: T-Bonne's Navy and the Barukon Gelede

27. Take the ship out to the lake.

Before you realize it, your peaceful dream cruise becomes a deep-sea nightmare!
Forget about your own well-being and make sure your ship stays afloat by eliminating any incoming threats.

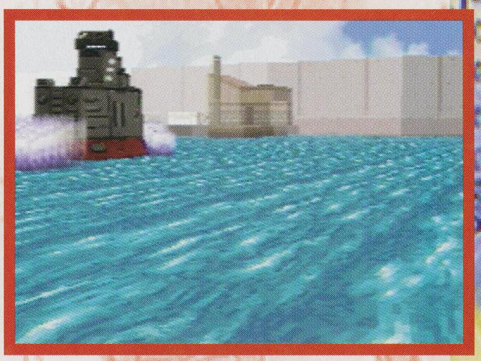
Start out by scanning the area below the ship, and circle around until you know where all the Zuuf Geleidos are. Then, concentrate on shooting any incoming missiles or torpedoes. Don't expect to hit them all—getting blindsided is a part of the game. As long as you don't get hit too often, you should survive the opening assault.



Suddenly, all of the Zuuf Geleidos disappear! Something has got to be up ... in the sky, that is! Strangely enough, your airborne attackers aren't all that accurate. Keep firing and see if you can drop a few Draches, but don't spend all your time fighting them because the Zuuf Geleidos will reappear soon.

Resorting to your old Zuuf Geleido-blasting ways, keep the ship safe for a little while longer and eventually the Zuuf Geleidos will let you roam free. Rounding a nearby island, Roll senses something on her sensors—something *big*! Looks like T-Bonne's back, so get ready for the real fight!

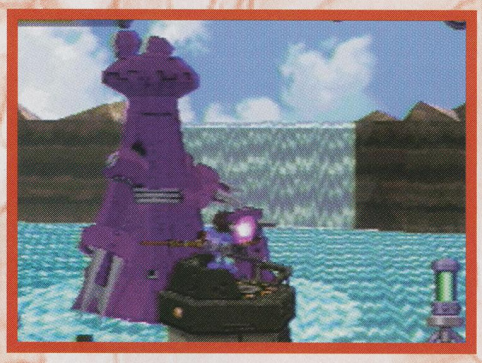
The Barukon Gelede has some sort of invulnerability when it first shows up, but that doesn't mean you do. Direct your fire toward its eyes—that's where the missiles are coming from.



At this point in the fight, Roll will ask you whether you want to retreat or keep fighting. If your health is low, it's best to retreat. You can always come back and resume the fight with the Barukon Gelede right where you left off once you've restored your health.

As you begin to pull away from the Barukon Gelede and into the narrow channel, T-Bonne will figure out what's going on and give chase. When he finally catches up to you, blast the incoming missiles as best you can until you've got him trapped. The Barukon Gelede can't move around very well in small areas, so now is the time to bring this fight to an end!

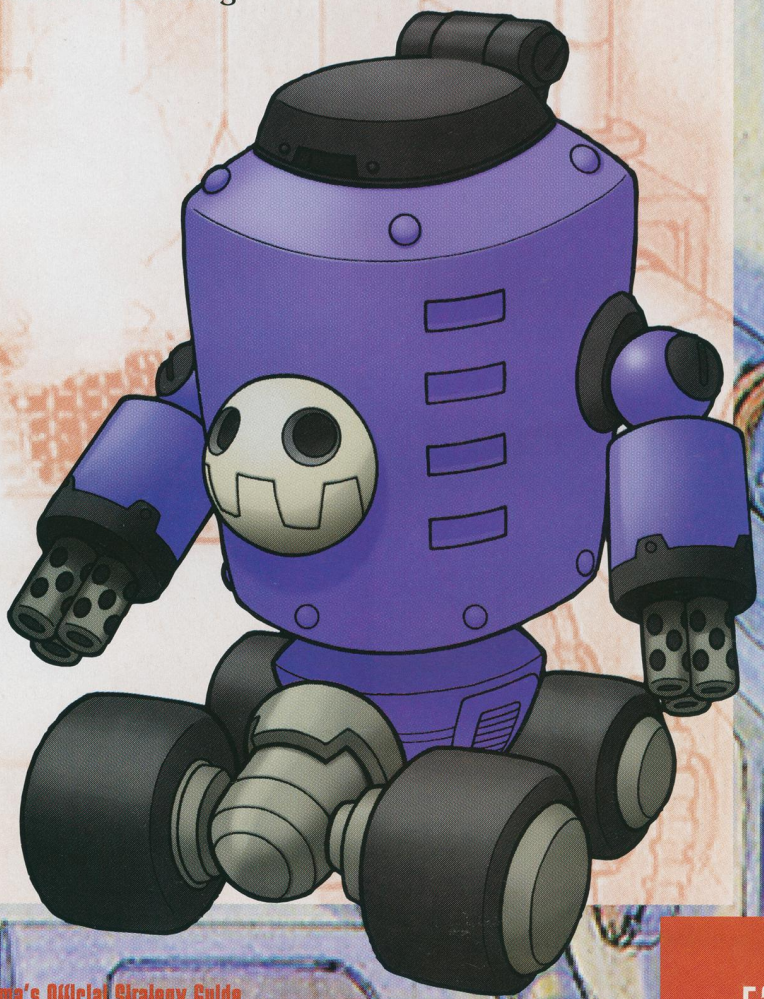
Concentrate all your firepower on Barukon Gelede's arms and bomb cannons. The arms will blast you every chance they get and you can't avoid their shots, so just do your best to stay on target and blast them as much as possible.



When you circle around to the Barukon Gelede's backside, target the bomb cannons and eliminate them as fast as possible. That way, when you circle around Barukon Gelede, you'll be able to score clean shots on its arms during the whole fight.

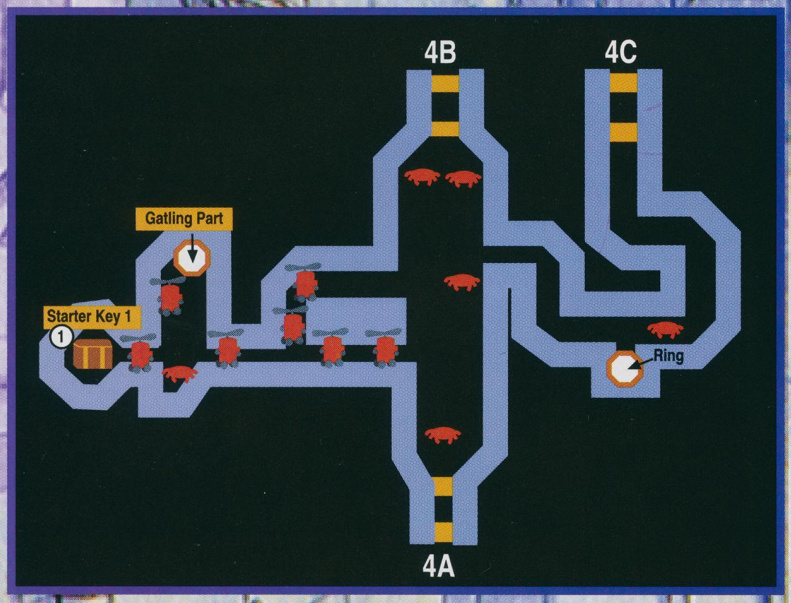
When you've finally gotten rid of all the weapons systems and both arms, the Barukon Gelede will resort to its big guns and start shooting those annoying and deadly green energy blasts at you again. The shots originate from the back of the robot where the old weapons system was located, so start bombarding it as soon as it's in view. If you can hit the energy blaster before the energy blast can form, you'll discharge the system and it'll have to charge up again from scratch.

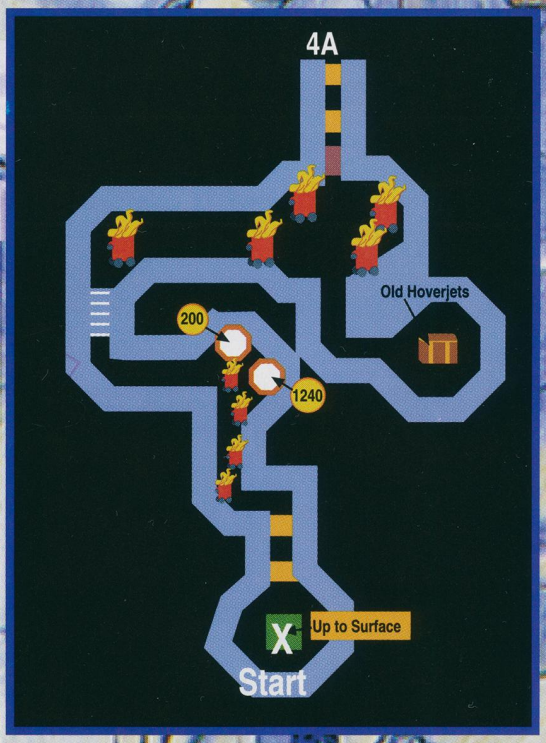
Barukon Gelede has very high stamina, but you can prevail if you remain patient and stick to the strategy we describe. Accuracy is of key importance here, so aim true and fire fast! When Barukon Gelede has taken enough punishment, you'll be able to safely resume that relaxing cruise you were supposed to be taking.

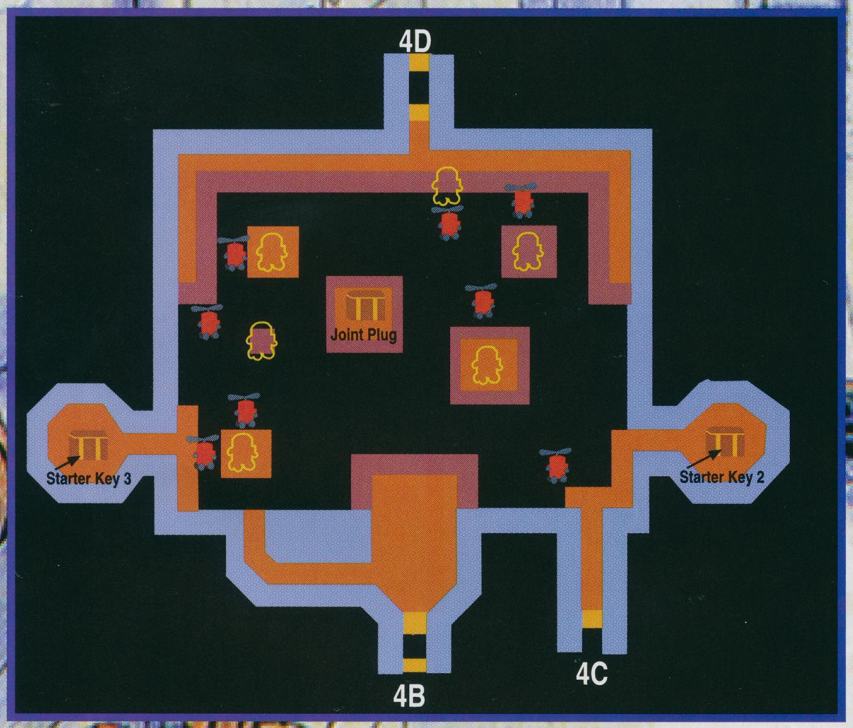


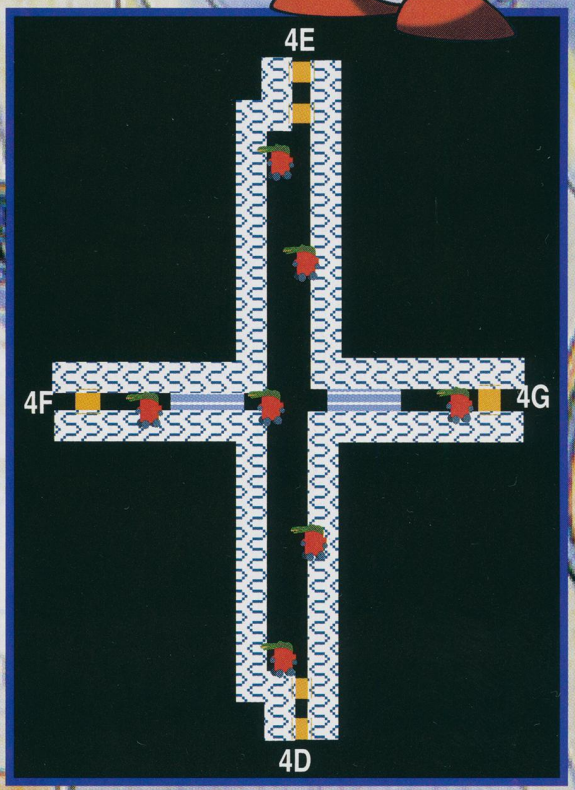
MISSION FOUR

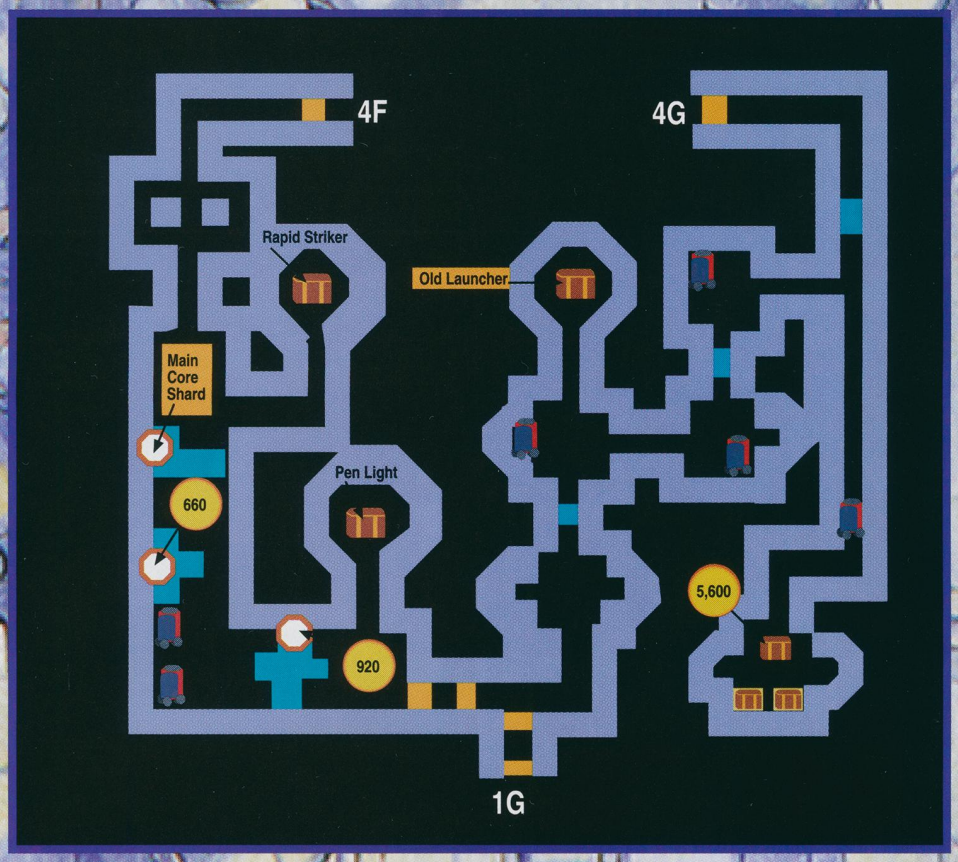
Labyrinth Maps

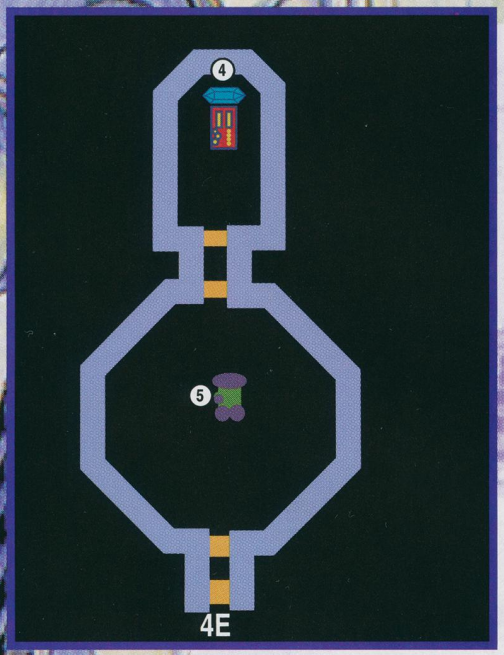










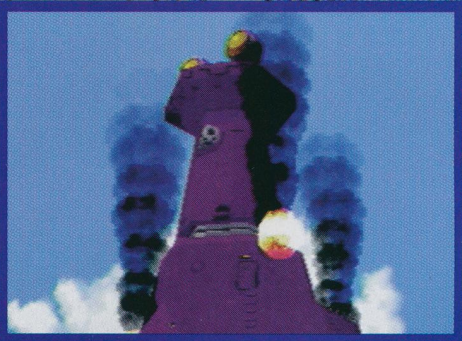


Quick-Trip Walkthrough

1. Open the chest at the end of the hallway to the west (after you go through the first map pictured above) and get the first Starter Key.
2. In the largest room, open the chest at the end of the small hallway in the east and get the second Starter Key.
3. In the largest room, open the chest at the end of the small hallway to the west and get the third Starter Key.
4. Step up to the control panel and lower the shield.
5. Fight the Garudoriten.
6. Return to the surface and use the ship to return to town.
7. Back in Uptown, climb into the Support Car.
8. Find Gramps in the living room of the Flutter and talk to him.

9. Have Roll install your Grand Grenade (you need the Bomb Schematics from Gramps's room on the Flutter to get it). Then, ask her to take you to the Sub Gate.
10. Jump down into the hole in the floor.
11. Walk through the door behind the broken elevator.
12. Walk to the front of the room and examine the control panel.
13. After a grueling battle with two Gorobeshus, open the Treasure Chest on the tall ledge. Go to the Generator Room.
14. In the small room to the west, open the Treasure Chest and pick up the second ID Card.
15. Go to the Generator Control Panel and activate the Generator. Once this is done, all of the elevators will work.
16. Return to the large room in which you found ID Card One and go through the north door.
17. Aim your Grand Grenade Arm at the out-of-place dirt panel in the ceiling. Jump up into the room above and head through the door to the north.
18. Take the elevator down and be prepared for a fight.
19. Defeat the three Karumuna Bashes.
20. Walk through the door to the north.
21. Open the Treasure Chest and pick up the third ID Card.
22. With all three ID Cards, return to the Control Room and activate the Control Panel.
23. On the Flutter, talk to Roll and tell her you want to "Return to the Forest."
24. Defeat the Bonnes and their airborne attack squadrons, the Draches.

T-Bonne just can't believe that the "little blue boy" has totally destroyed Tron's submarine robot!



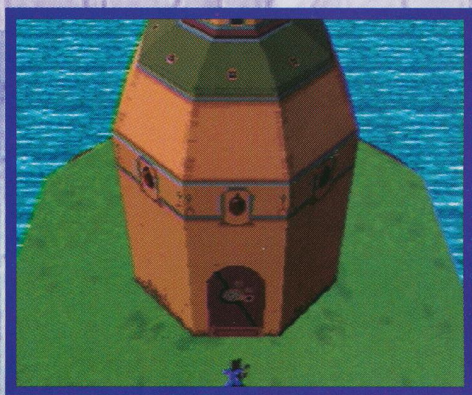
Everyone onboard quickly abandons ship.

Teisel and Tron's little brother has nothing to say except "Babu?"

Even though you've completely obliterated every robot she's thrown your way, Tron doesn't understand why she isn't angry with you.

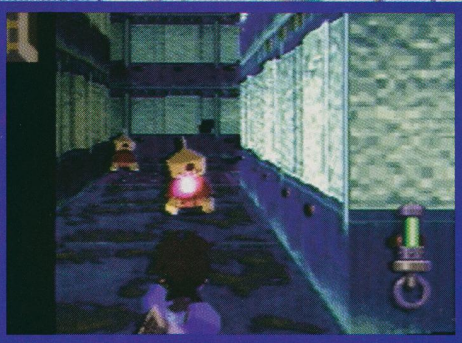
Through the Lake Gate—Getting the Red Refractor

There's nothing that the Bonnes can do except fly off into the sunset and regroup for the next onslaught.



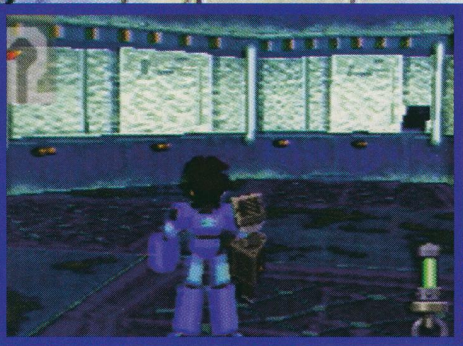
It's time to go down into the Lake Gate. You should save your game with Data before exploring this labyrinth.

Look out! There are two Red Zakobon Reaverbots around the first corner.



The best way to attack these Red Zakobons is to Lock-On, fire, sidestep their fireballs, then Lock-On and shoot again. If they aren't defeated when they fall down, remember to keep shooting until they explode!

Be sure to check the holes in the wall of this room for free Zenny!



As you go up the ramp, be ready to shoot at one or both of the Sharukurusus that try to surprise you.

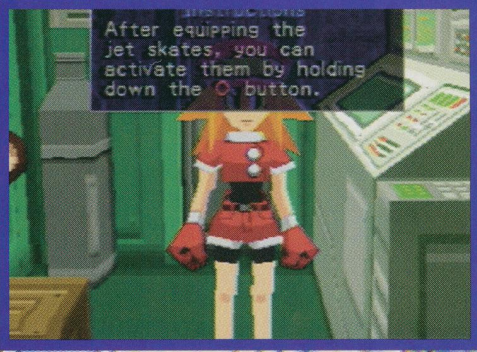
At the top of the ramp, you'll be able to see two Red Zakobons in the next room, but be careful—there's a third Red Zakobon behind the left wall!

If you take these Old Hoverjets up to Roll right now, getting through the next part of the labyrinth will be much easier!

Tip

If you have the Rollerboard and your newly acquired Old Hoverjets, Roll will build you the Jet Skates. Using the skates is much faster than running. But using them doesn't make you invincible; you can still be hit by cars, and taking damage brings you to a sudden halt.

To make the jump up into the next room, you have to equip the Jump Shoes.



This hallway has four GuruGurus. They look harmless, but they're very tough.

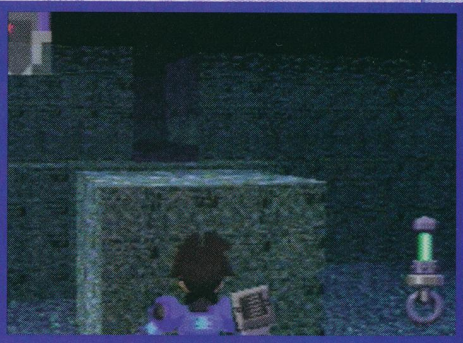
Concentrate fire on one at a time until it flips over. This is the only time it is vulnerable, so keep firing until it has flipped itself over two or three times and finally explodes.

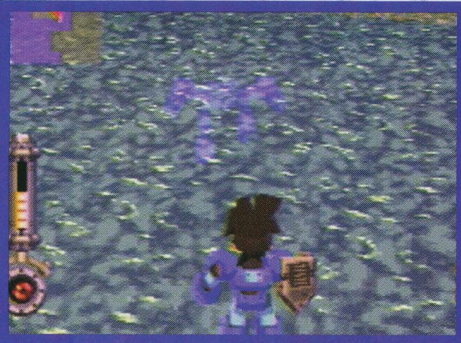
Starter Key One

1. Open the chest at the end of the hallway to the west (after you go through the first map pictured at the beginning of this chapter) and get the first Starter Key.

Starter Key Two

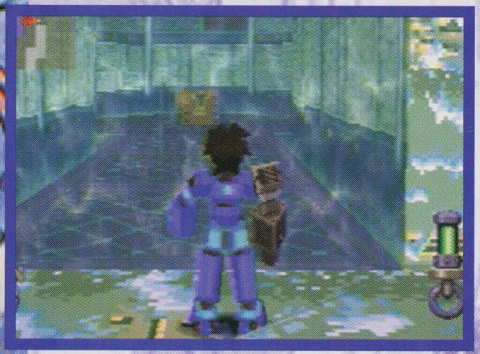
This big room looks relatively harmless, but there are invisible Sharukurusus on the plateaus! Stick to the highest ledges that line the room and try to follow their movement by sound.





The very faint ghostly blue outline is one of the invisible Sharukurusus. As they fade in and out, listen for a "whoosh" sound that indicates they are changing.

As they run away from you, they will turn invisible. Then as they get closer, they will reappear. Lock-On as they get close and fire continuously until they fade out again. It may take a while to get them all, but just keep using this method until they're wiped out!



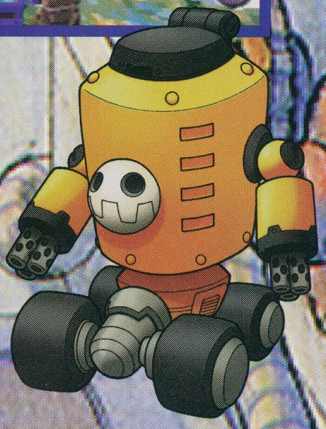
2. In the largest room, open the chest at the end of the small hallway in the east and get the second Starter Key.

Key Three

3. In the largest room, open the chest at the end of the small hallway to the west and get the third Starter Key.

Getting the Red Refractor

This is a strange hallway! The walls, which you can't pass through, are made of water! And are those giant alligators?



They're Firushudots! And they can jump out of the water to attack you!

These Firushudots can give a good tail thwack or send out a white sonar blast that has unlimited range. Your best defense is to avoid them altogether.

Use your Jet Skates to speed past the walls of water all the way to the end of the hall. If they're too fast for you, duck and cover in the passageways in the middle of the hallway, go through the door in that passageway (to reset the Firushudots), then come back through and skate to the north door.

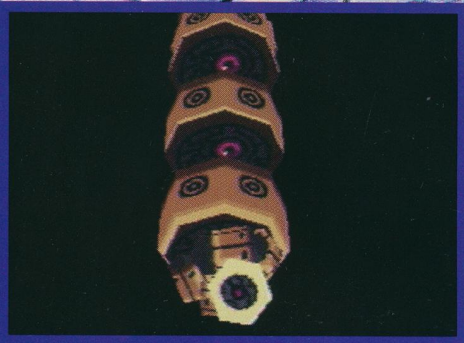
Mini-Boss Fight: Garudoriten

Roll isn't picking up signs of any enemies in the room.

4. Step up to the control panel and lower the shield.

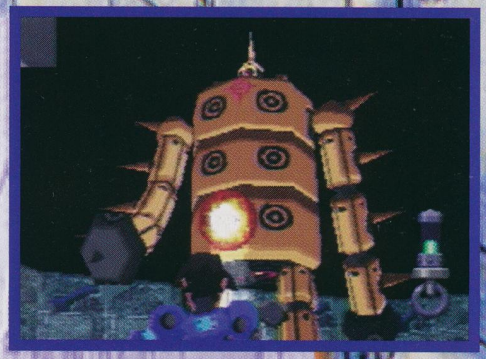
You lift away the Red Refractor and wait for something to happen...

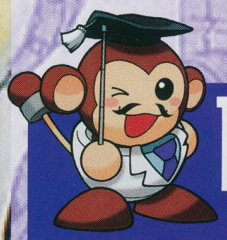
...and nothing does until...



...you open the door!

5. This fight is going to require lots of running around, so get ready to move like you've never moved before! As the Garudoriten searches for you, stay close and aim for his head. His head is his only weak spot and it's well protected, so you may have to jump up to get the right angle.

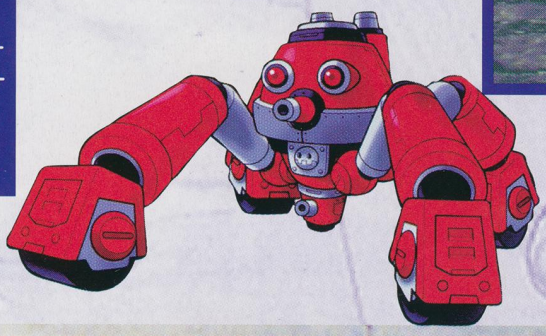


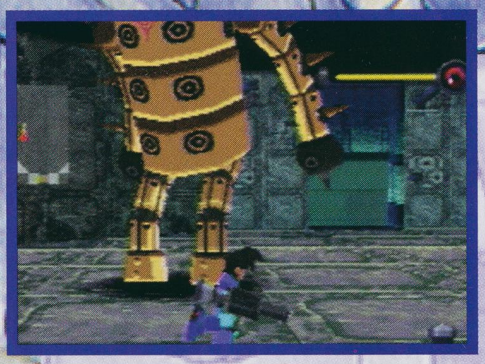


Tip

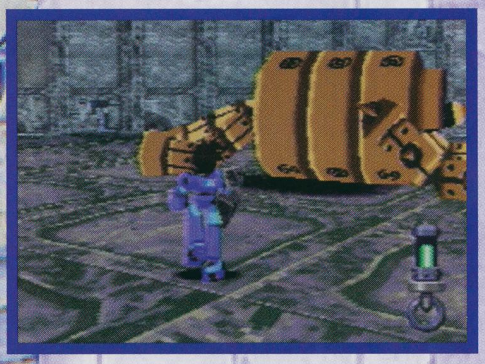
If you have a powerful special weapon available, now is a good time to equip it and disable your Lock-On ability. Even if you're off target a little bit, the explosion will cause greater damage than your Buster Arms (or regular guns) can.

If you find yourself far away from the Garudoriten, try to close in on him by running in a semi-circular motion, such that you're both moving along the same imaginary circle, but at different points.





When he's followed you around long enough, he'll get impatient and slide across the floor toward you. If you're outside his line of sight, he'll miss you entirely. However, he can turn while sliding, so he may come toward you when you least expect it. Always jump before he gets close to you, just in case he manages to track you down.



Occasionally, when the Garudoriten slides and misses you, he'll jump high into the air and hit the ground hard, causing a wave of force to ripple toward you. Make sure you jump right before he lands to avoid this very damaging attack. The bright side to this attack is that you'll have a few extra seconds to shoot him as he recovers from the jump.

Stay near the Garudoriten and continue to target his weak point, and you should be able to get through this one. There is a big reward for demolishing this giant, so don't give up until he's down for the count!

6. Return to the surface and use the ship to return to town.

Tron and Teisel are at the meeting table again, still trying to hatch a plan to take you out of the pirating picture.

Suddenly, Tron comes up with an idea to build the biggest robot yet, a masterpiece!

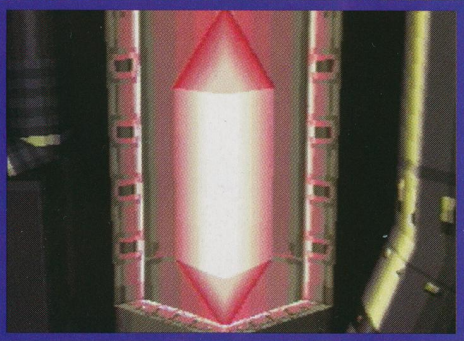
Fixing the Flutter

7. Back in Uptown, climb into the Support Car and Roll will be thrilled that you've found the Red Refractor.

Teisel agrees that with this new gargantuan robot, they just might be able to take over the whole island!

You return to the Flutter and put the new Red Refractor into the Flutter's engine.

It's perfect!



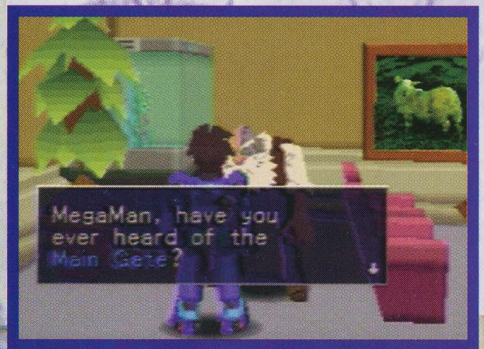
Once again, the Flutter is afloat!

Now that the Flutter is fixed, Roll can take you to the top of the Sub Gate in Clozer Woods. But right now, she's a little worried about Gramps.

Tip

Before you go anywhere, be sure to check out the Treasure Chest in Gramps' room. You'll find a Bomb Schematic. Take that to Roll in the R&D room, and she'll build you a Grand Grenade Special Weapon!

8. Find Gramps in the living room of the Flutter and talk to him.



9. Have Roll install your Grand Grenade Arm. Then, ask her to take you to the Sub Gate.

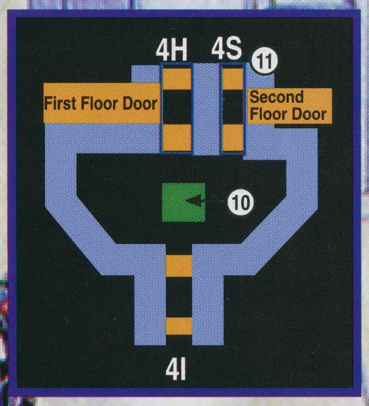
Before you know it, the Flutter is docked at the Sub Gate door.

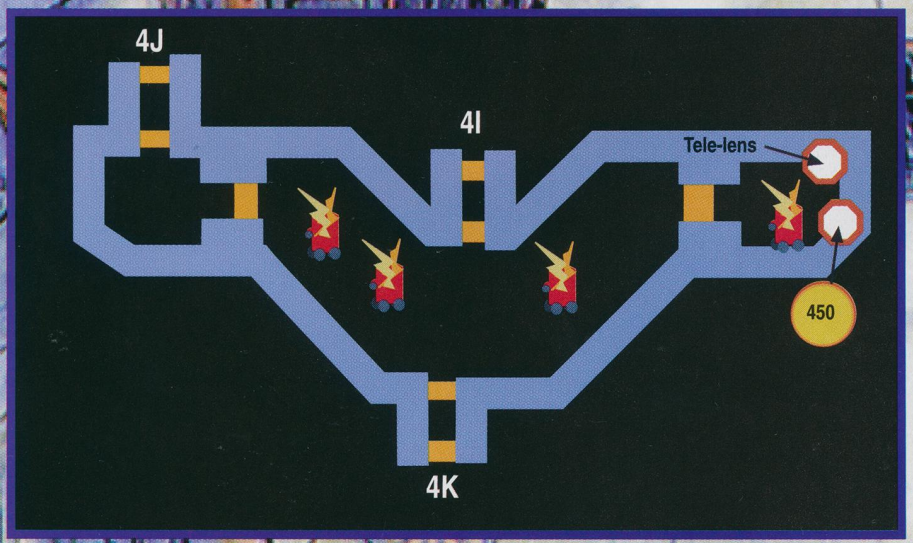
Cardon Gate—Accessing the Sub Gates

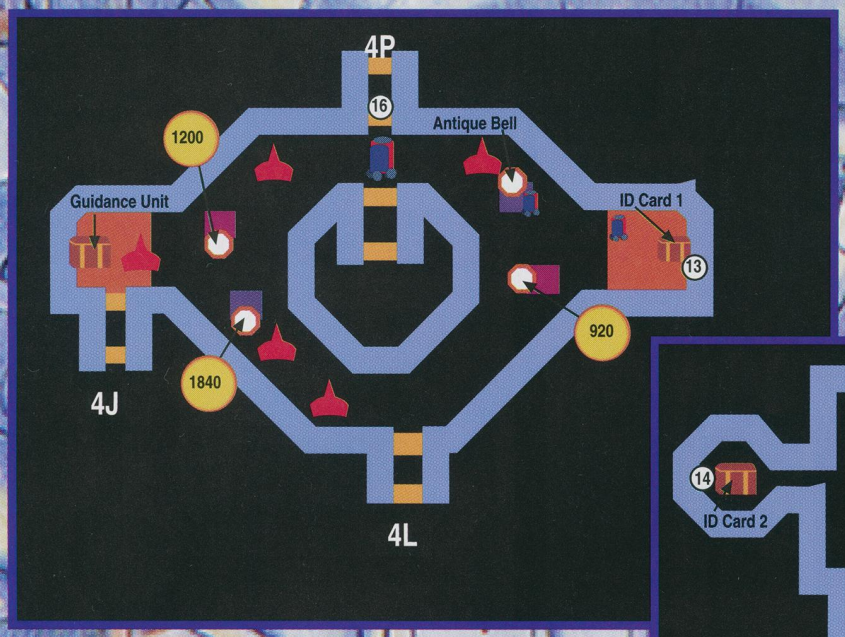
10. Jump down into the hole in the floor. You'll have to get the generator working to make the elevator in this room work again.

11. Walk through the door behind the broken elevator.

12. Walk to the front of the room and examine the control panel.



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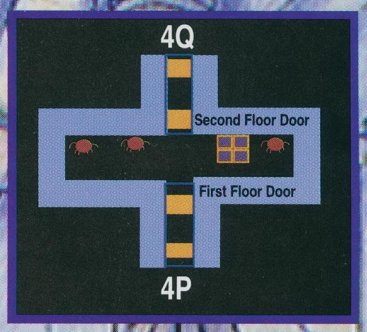
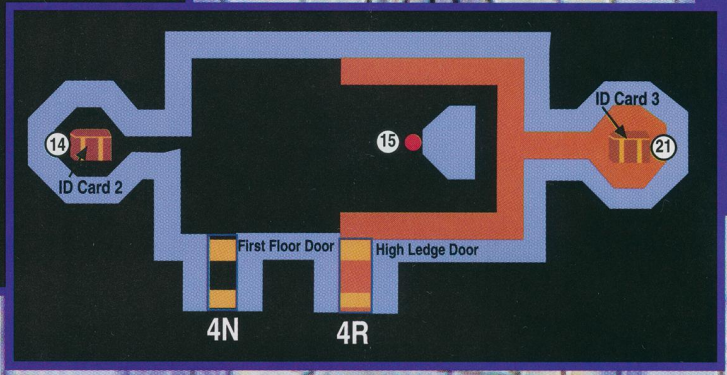
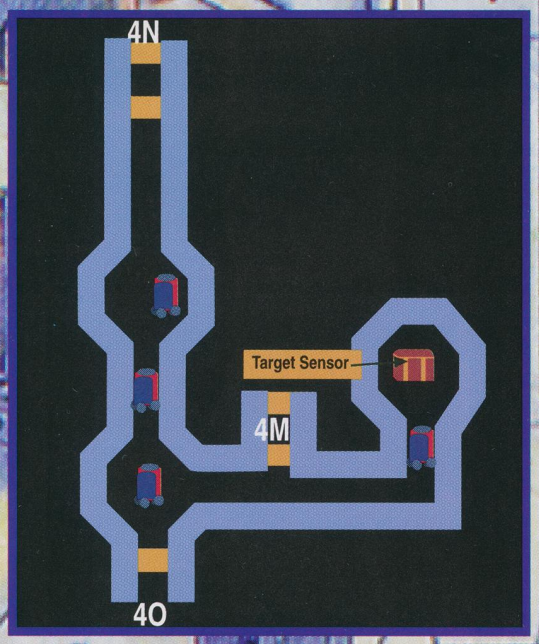
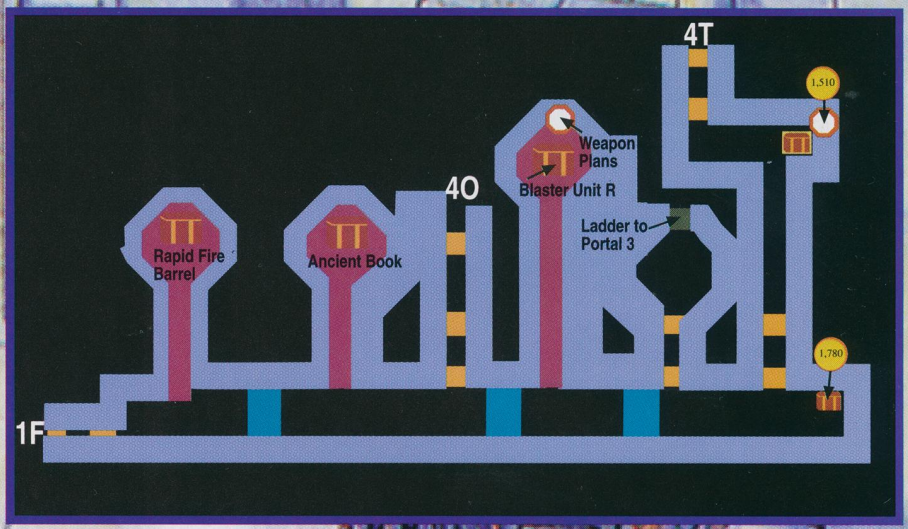
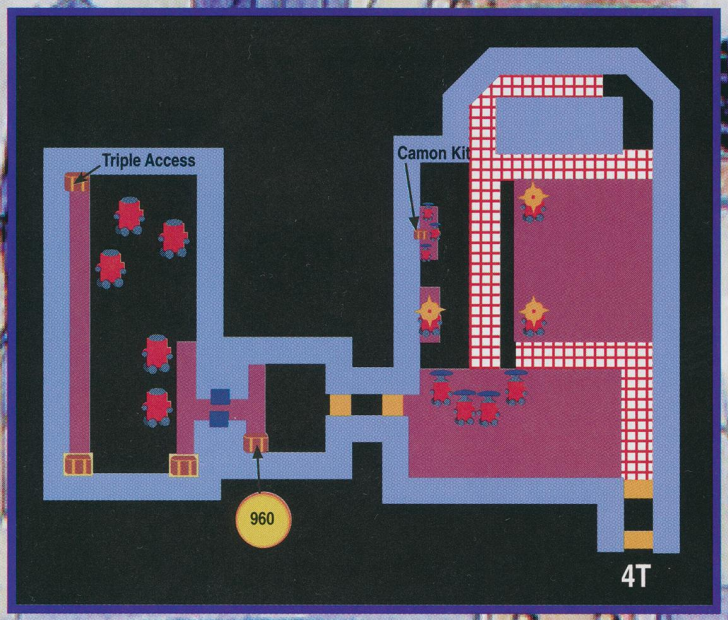
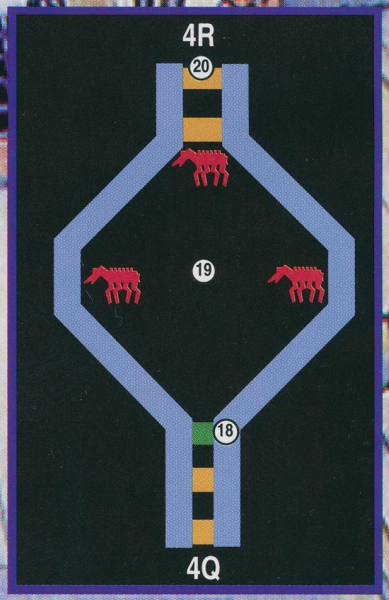

4Q
Second Floor Door
First Floor Door
4P


ID Card 3
15
14
21
ID Card 2
First Floor Door
High Ledge Door
4N
4R


4N
Target Sensor
4M
4O


4T
1,510
Weapon Plans
Blaster Unit R
4O
Ladder to Portal 3
Rapid Fire Barrel
Ancient Book
1,780
1F


Triple Access
Camon Kit
960
4T


4R
20
19
18
4Q

Looks like a Control Room! It's out of power, and the control panel needs three "Level 2 or higher Prototype Anthro Unit ID Cards."

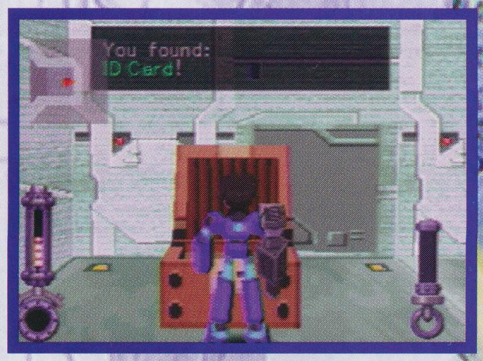
When you enter the next large room, run straight for the door you want and don't mess with these Sharukurusus. They knock you down continuously and do a good amount of damage, and using your Special Weapons on them is a waste; they aren't worth it.

These Mirocs are very weak and not much of a threat, but they don't make a sound—don't let them catch you off guard!

These Gorubeshus are heavily armored and carry shields. Shoot them when they fire at you, because their shields will be down. You will knock them down twice before they are defeated.

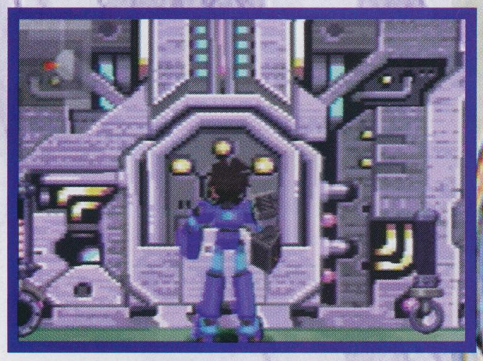
Anthro Unit ID Card One

13. After a grueling battle with two Gorubeshus, open the Treasure Chest on the tall ledge. Then go through the door in the center of the room. Head west, then north (another right) and skate through the long hallway past all of the Gorubeshus and through the door to the Generator Room.



Anthro Unit ID Card Two

14. In the small room to the west, open the Treasure Chest and pick up the second ID Card.



Turning on the Generator

15. Go to the Generator Control Panel and activate the Generator. Once this is done, all of the elevators will work.

Anthro Unit ID Card Three

16. Return to the large room in which you found ID Card One and go through the north door.

Don't worry about these Cannams. As long as you stand in the doorway and hit each one with a continuous stream of fire, they'll fall right apart.

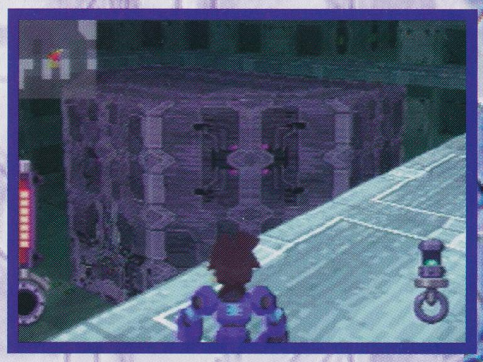
17. Look up at the ceiling. Aim your Grand Grenade Arm at the out-of-place dirt panel. (You must be wearing the Grenade Arm or Grand Grenade Special Weapon to complete this step.) With the panel out of the way, jump up, grab onto the ledge, pull yourself up, and head through the door to the north.

18. Take the elevator down, and be prepared for a fight.

Karumuna Bash Battle

19. This room contains three Karumuna Bashes, none of which is easy to destroy on it's own. Stay on the move and try to lead them all around in the same direction. Once you have them grouped together, concentrate on peppering the area around them with Buster Gun fire to wear them down gradually. Don't be surprised if this takes a while—just remember that the longer it takes, the safer you are!

20. Walk through the door to the north.



21. Open the Treasure Chest and pick up the third ID Card.

Open the Sub Gates

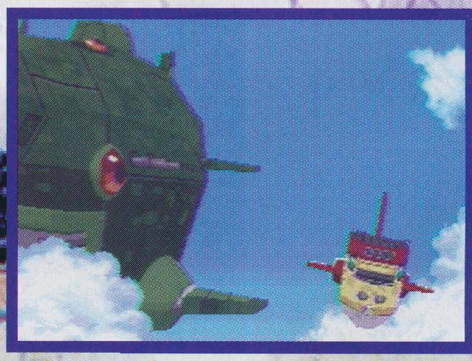
22. With all three ID Cards, return to the Control Room and activate the Control Panel.

Somewhere near the Old City, the Main Gate rises up ....

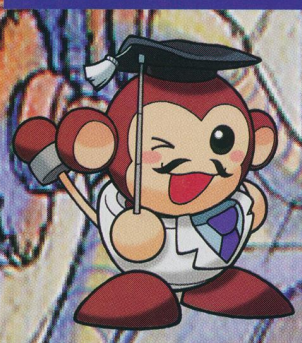
23. Once back on the Flutter, talk to Roll and tell her you want to "Return to the Forest." Before you do this, you should arm yourself for a big fight.

Battle Tron and T-Bonne's Fleet: the Gesellschaft

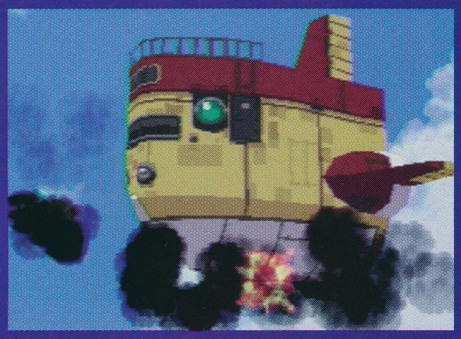
Roll carefully steers the Flutter away from the ancient building



Oh no! The Bonnes are back!



T-Bonne is starting to get serious about taking you guys out for good!



The Flutter can't take much more of this....

The Bonne ship is too fast—you can't escape. You're going to have to fight them!

This fight begins with you pitted against T-Bonne's Draches, which aren't much of a threat to you. However, they are a threat to the Flutter (it's a bigger target than you), so do what you can to eliminate them quickly.

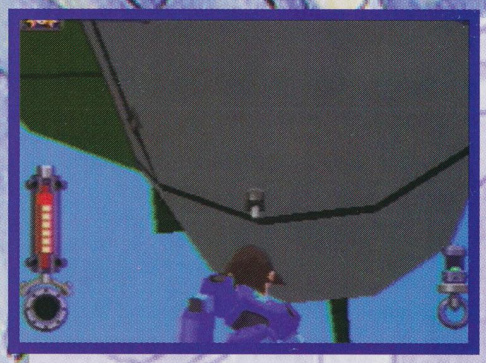
When they attack, the Draches come at you in a straight line, so turn off your auto-targeting to keep pointed straight ahead. As they approach, let loose with your most powerful, rapid-firing weapon and quickly mow them down. Once they pass out of sight, they'll circle around for another run. If you can take them out before they get multiple passes at the Flutter, you'll be in good shape. Just don't spend too much time targeting a single Drache, or you'll give the others too many free shots.

Tip

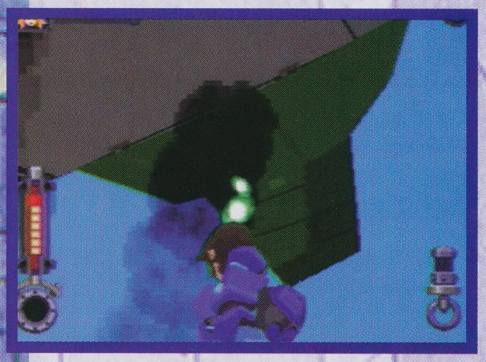
If you have a powerful Special Weapon available, especially something that seeks and/or has rapid-fire capability, save it! Don't blow all your good ammo on these peons—wait for the real fight to begin.

Tron and Teisel suddenly realize you've found their weak spot—under the ship!

As Roll pilots the Flutter beneath the Gesellschaft, you prepare for the final confrontation!



As the Flutter and Gesellschaft jockey for position, you'll have open shots at different sections of the ship: the belly, the left wing, and the right wing. Fire on whichever you can reach, but try to focus on the belly, first.



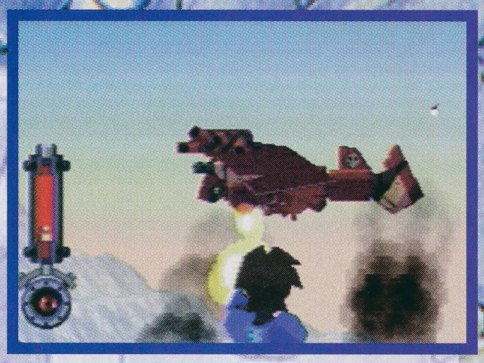
Once one area of the ship goes out of range, it's time to concentrate on the next. After shooting at the belly, fly up next to the wing, which is armed with several cannons! Try to destroy the cannonballs to protect the Flutter, while at the same time destroying the cannons to stop more cannonballs from punishing your ship.

Continue shooting at the Gesellschaft's weak spots until each is disabled. Running on fumes, Teisel's fortress has one last glimmer of hope—the big skull has two green mega blasters! Concentrate all of your firepower on the skull and destroy it before it knocks you out of the unfriendly skies!

With the Gesellschaft eliminated, it looks like you're on your way home—or are you?

Tron is through playing Mrs. Nice Tyrant! It's personal this time...

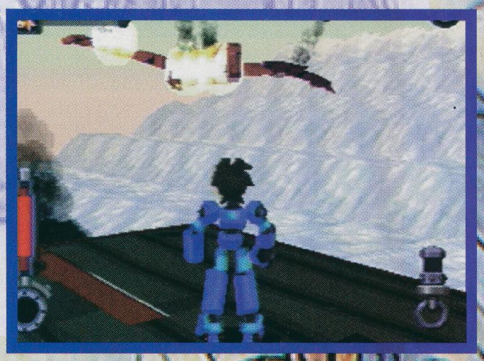
If this thing doesn't scare you, you're a true hero!

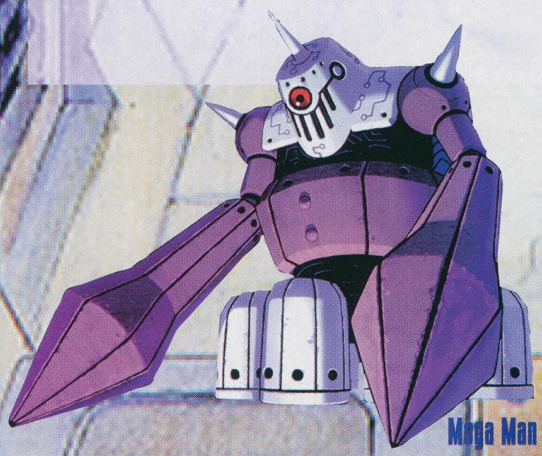


Teisel may be out of gas, but Tron's ready to go in the Fokkerwolf, and she's determined to make you pay for what you've done! She'll play it safe at first and fight from a distance, firing seeking missiles at you. If you can intercept them, you'll be safer. Besides, you can't reach her that far out without a Special Weapon. After circling for a while, she'll get brave and come in for an attack. Her fly-by assaults can be devastating, but each time she passes over you, you'll get several free shots at her. Take advantage of these opportunities! This is an ideal time for Special Weapon blasts.

Tron will keep up the same attack pattern for a while, but when things start to get desperate, she'll resort to a new tactic—the overhead attack! If you see her blast off into the sky, you'd better track her down quickly. She'll assume a position over the Flutter and rain down bullets. But, if you're positioned correctly, you can do even more damage to her in return.

This is a tough battle, but you can survive if you keep your wits about you. You can't avoid taking damage in this fight, but if you keep it to a minimum and bash the Fokkerwolf every chance you get, you can prevail.

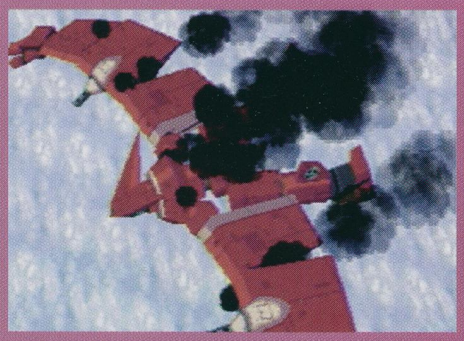




MISSION FIVE

Quick-Trip Walkthrough

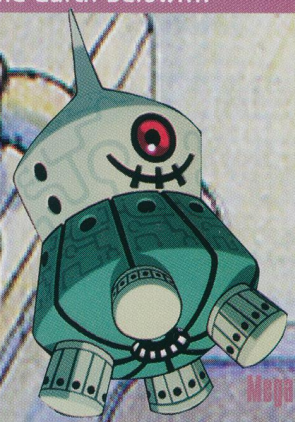
1. Go to the Main Gate and follow the spiral down to the second door. Go to the control panel and select "Unlock the Sub Gates."
2. Go south and through the east door. Follow this up and out next to a warehouse marked "88."
3. Check out the warehouse door.
4. Fight and defeat the Giant Robot named Bruno.
5. Go to the black Sub Gate across from the Sub Gate you came up from in Step 2.
6. Defeat all of the Reaverbots!
7. Go into the Temple.
8. Open the Treasure Chest to get the "Watcher Key."
9. Go to the black Sub Gate in Downtown.
10. Clear out all the enemies in the area.
11. Go into the Temple.
12. Open the Treasure Chest to get the "Sleeper Key."
13. Go to Uptown and into the black Sub Gate.
14. Destroy the large Gai-nee Tooren Reaverbot.
15. Clear out all of the remaining Reaverbots.
16. Go into the Temple.
17. Open the Treasure Chest to get the "Dreamer Key."
18. Return to the Main Gate and follow the spiral the entire way to the ground floor.
19. Use the Watcher, Sleeper, and Dreamer Keys in each of the three doors.
20. Make your way through the maze to Mega Man Juno's Control Room.
21. Defeat Mega Man Juno.



Tron's battle-torn ship drifts ever closer to the Earth below....

With a heavy heart, Tron admits defeat and apologizes to her brother.

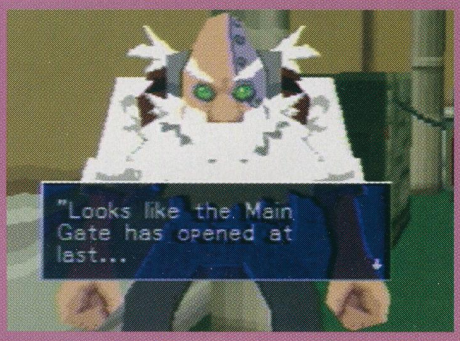
Even villains have hearts...Teisel reminds her that it wasn't her fault—she did her best.



Little brother Bon puts his two cents in: "Babu."

You and Roll both wonder if you were too hard on the Bonnes. Did they survive?

Gramps has good news—the Main Gate has finally opened!



Tip

Before you open the Sub Gates and take anything on, go to the Junk Store to buy a Hyper Cartridge and refill your canteen. A Shield Repair would be good, also.

Opening the Sub Gates

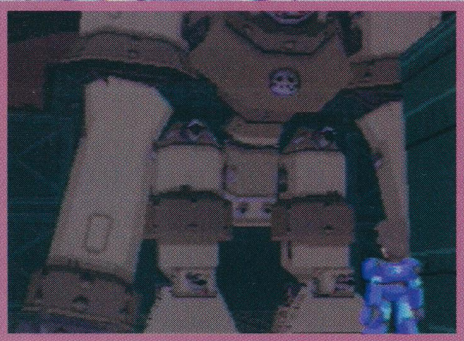
1. Go to the Main Gate and follow the spiral down until you reach the second door. Go to the control panel and tell the OS to unlock the Sub Gates. When asked if you are sure, say "Yes."

Sub City One—The Watcher Key

2. From the OS Control Panel, go through the newly opened gate to the south and quickly go through the east door. Follow this corridor to the ladder and climb up and out into a fenced area in front of the warehouse marked "88."

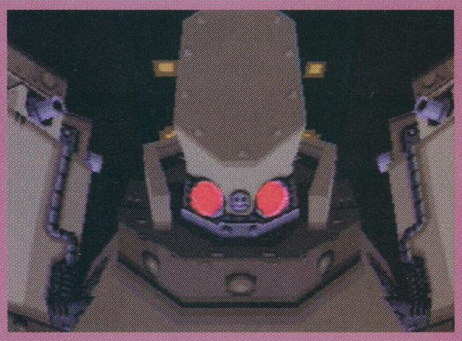
3. Check out the door to this warehouse and be prepared for a fight with the largest robot you've ever seen!

As you open the warehouse door, you look up and see ... what in the world is this?



Tron! You tell her how glad you are to see her alive! She doesn't know how to respond.

You know trouble's coming when Teisel pokes his head out and sees you standing there!



Uh-oh! This is the BIGGEST robot you've ever seen! And it's looking at YOU!

It's even worse than you thought! It stands up completely and breaks away the walls of the warehouse!

Bruno Robot Battle

4. Be ready to run behind the little black building behind Bruno *before* Bruno even *begins* to move. Otherwise, you'll take lots of damage before you can say "Hurry, Mega Man!" Hide and wait for Bruno to walk through the fence and turn his back to you, giving you an effective escape route. Head for cover in the buildings behind you!

Bruno's attack pattern is pretty predictable—after firing the green energy balls, he'll shoot off a couple of Homing Missiles. Use the buildings to protect you from these as well, but be prepared for the building to collapse from the stress. A typical building in these parts can only survive a few blasts, so try to spread out the damage among several different shelters.

You've got to come out of hiding and take your shots sooner or later, so target his torso and let loose with your most powerful weapon(s). Be careful, though—the longer you stand still, the less likely you are to avoid the bombs that Bruno fires from his feet. They can be especially nasty if several hit you in succession, so try to shoot him in the back to stay out of the line of fire. Also, be ready to duck behind a nearby building quickly.

This is all you really need to know about Bruno to defeat him. His weak spot is his torso, so aim high and constantly move around to confuse him. You've got to rely on your wits and have patience to win this fight—Bruno is far too strong for you to beat in a one-on-one battle in the middle of the street.

Bruno is so big, it takes a few moments for every major robot part to come crashing down.

Teisel, Tron, and Bon are all that's left among the smoking heaps of what was the biggest robot of them all.

Surprisingly, T-Bonne is finally ready to give up his evil ways and be your friend.

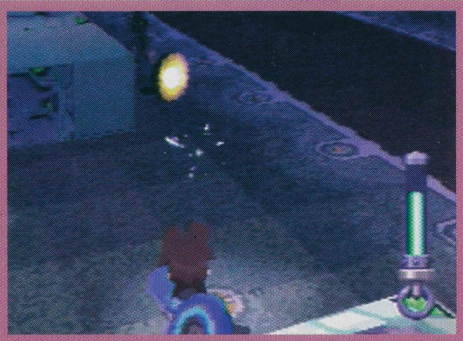
But the moment your back is turned, he's sharing another plan with his brother and sister; they'll wait for you to open the Main Gate and then steal the treasure!

5. Now that Bruno is gone, go to the black Sub Gate across from the Sub Gate you came up from in Step 2.

6. This new area is literally crawling with Reaverbots! Better destroy them all before they get to you!

Start out by going after the Orudakoitan Reaverbots resting on the tops of the surrounding buildings. There are only a few of them, but it'll keep those nasty Arukoitan Reaverbots confused and out of your business.

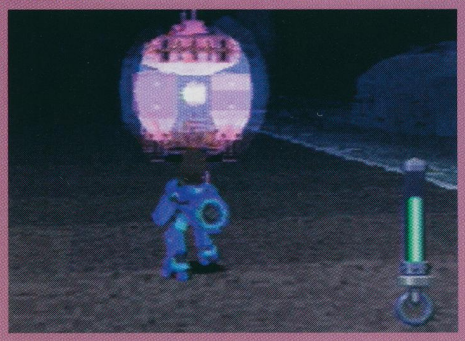
Once the Orudakoitan Reaverbots are gone, pick off the remaining Arukoitan Reaverbots from the rooftops.



The Orudakoitan Reaverbots are tough when they're fresh, but quickly duck and cover when they start taking serious damage.

The key to easily defeating all of the Reaverbots is to stick to the rooftops and auto-target the enemies below.

Be careful! With some effort and help from allies, the Karubuns can destroy the buildings you're standing on!



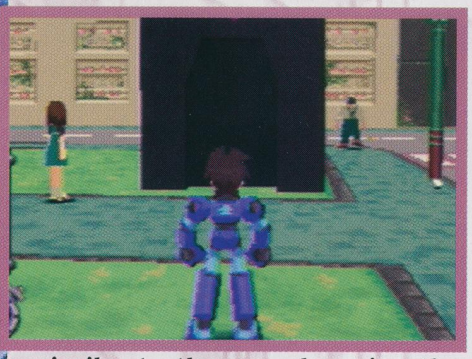
Only try to go toe-to-toe with the Karubuns when they've already taken lots of punishment, or you may find yourself stuck between them and a hard place with no way out.

When you step outside of machine-gun range, the Karubuns will open up and throw bombs in a large radius.

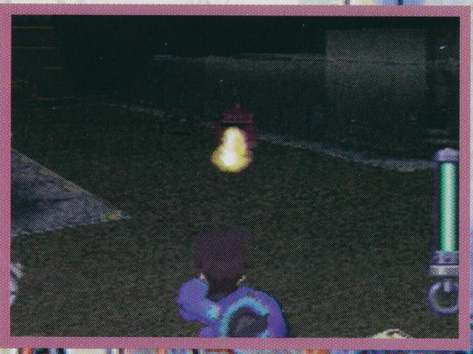
7. Once the battlefield has been cleared, the door to the temple-like building in the middle of Town will open.

8. Go inside and open the Treasure Chest to get the "Watcher Key."

Sub City Two—The Sleeper Key



9. Restock on necessary items (refill your Canteen, Special Weapon, etc.) and prepare for yet another battle. When you're ready, go to the black Sub Gate in Downtown.

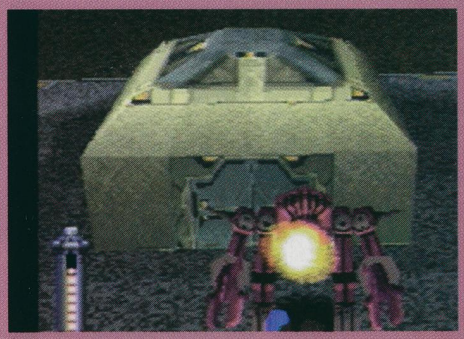


10. This Sub City is fairly similar to the area housing the Watcher Key, except that these enemies are a little more dangerous. Again, your mission is to clear out all the enemies surrounding the area before they get to you.

As in the previous Sub City, snipe from the rooftops. Concentrate on the less-mobile Karubuns first.

Do not overestimate the safety of your rooftop hideouts. If positioned close to you, the Karubun's bombs can reach over certain rooftops and knock you to the ground.

With the Karubuns out of the way, it's time to target those nasty Large-sized Sharukurususus. When you're on the ground, they can close in quickly by using their excellent jumping abilities...



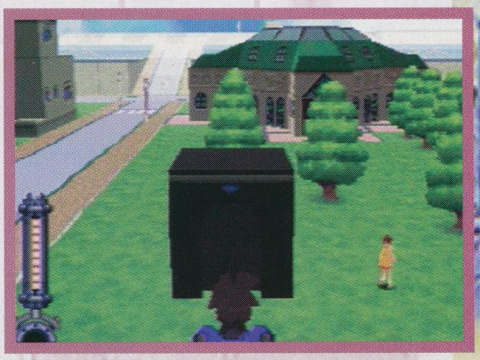
... but when you target them from the rooftops, you're totally safe.

11. When the area is finally secure, the door to the Temple in this Sub City will open.

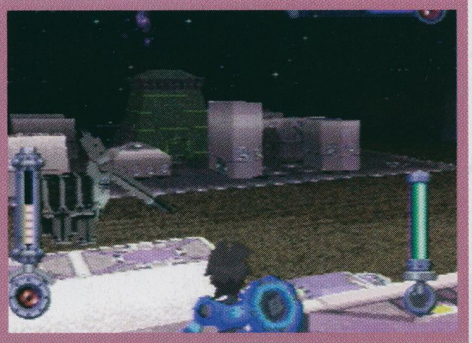
12. Once you've grabbed the Sleeper Key, head back to the Junk Shop area and gear up for the final phase of this scavenger hunt.

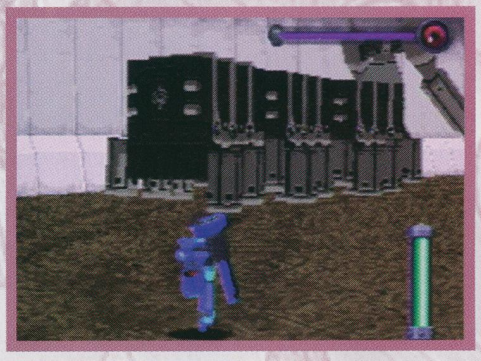
Sub City Three—The Dreamer Key

13. When you're ready for the final key quest, go to Uptown and through the black Sub Gate.

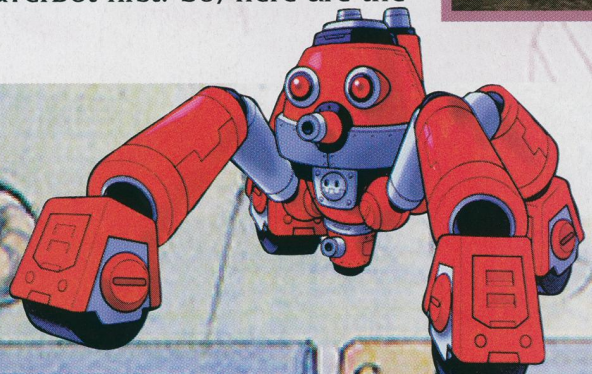


This area looks almost exactly like the previous two, except for the large, marching Gai-nee Tooren!

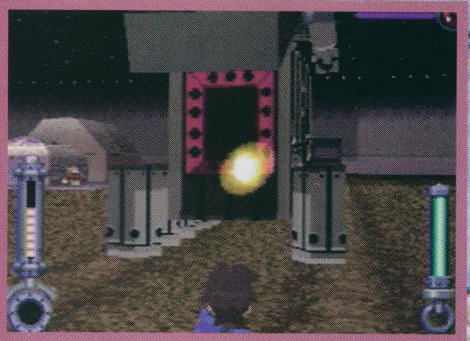




14. Your first objective in this town is to destroy the large Gai-nee Tooren Reaverbot. The Gai-nee Tooren is completely invulnerable until it opens up its back to drop off a new Reaverbot. But it will do this only if you destroy another Reaverbot first. So, here are the steps you should take.



Get away from any of the green Large-sized Sharukurusus and find a Red Zakobon near the Gai-nee Tooren's. Destroy it and get in position behind the Gai-nee Tooren.



You only have a few moments, so concentrate all your fire and Special Weapon assault into the Gai-nee Tooren's open backside.

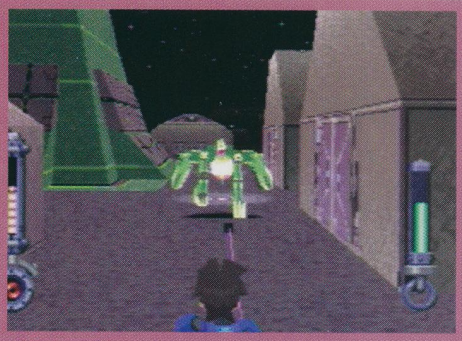
The Gai-nee Tooren will immediately replace whichever kind of Reaverbot you destroy. This is why it's a good idea to pick on the easy-to-defeat Red Zakobons.

Maintain your position behind the Gai-nee Tooren and quickly shoot the new Red Zakobon out of the way. This will open up the Gai-nee Tooren's back door again so you can open fire.

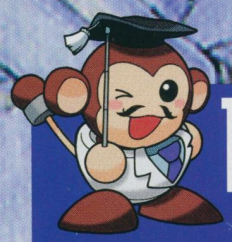
Large-sized Sharukurusu should be highest on your list of things to avoid here. Instead of destroying them, try to avoid them by jumping onto a near-by building.

As you repeat this cycle, the Gai-nee Tooren will begin to lose entire sections, getting shorter and faster.

15. With the Gai-nee Tooren out of the way, it's time to clear out all of the remaining Reaverbots. Begin by finding a clear shot.

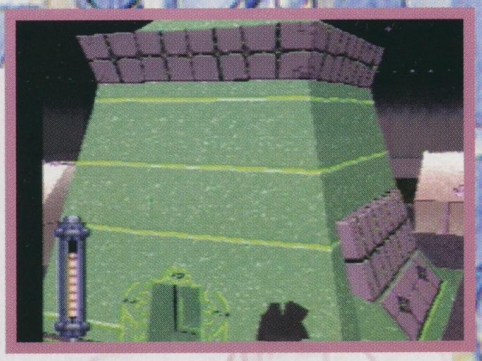


It's risky, but pulling out the big guns and taking them on face-to-face is the fastest way to eliminate them.



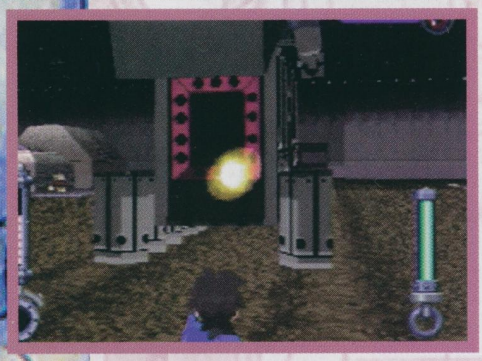
Tip

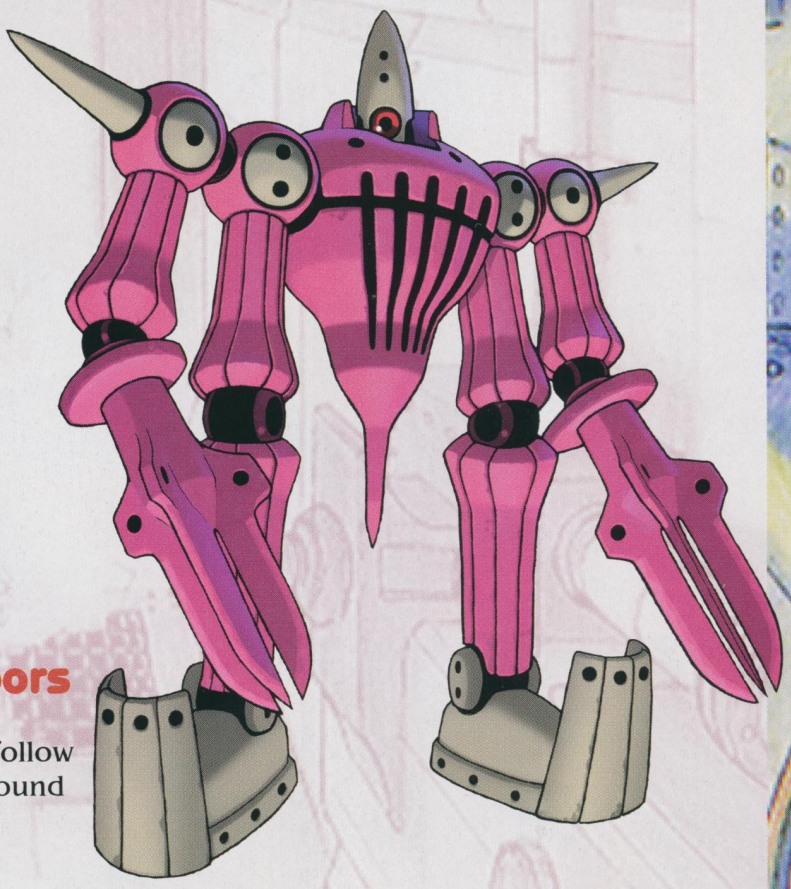
You should collect as much Zenny as you can for a huge shopping spree before facing whatever is waiting at the bottom of the Main Gate....



16. Finally, the door to the last temple is open.

17. Open this last Treasure Chest to claim the Dreamer Key.



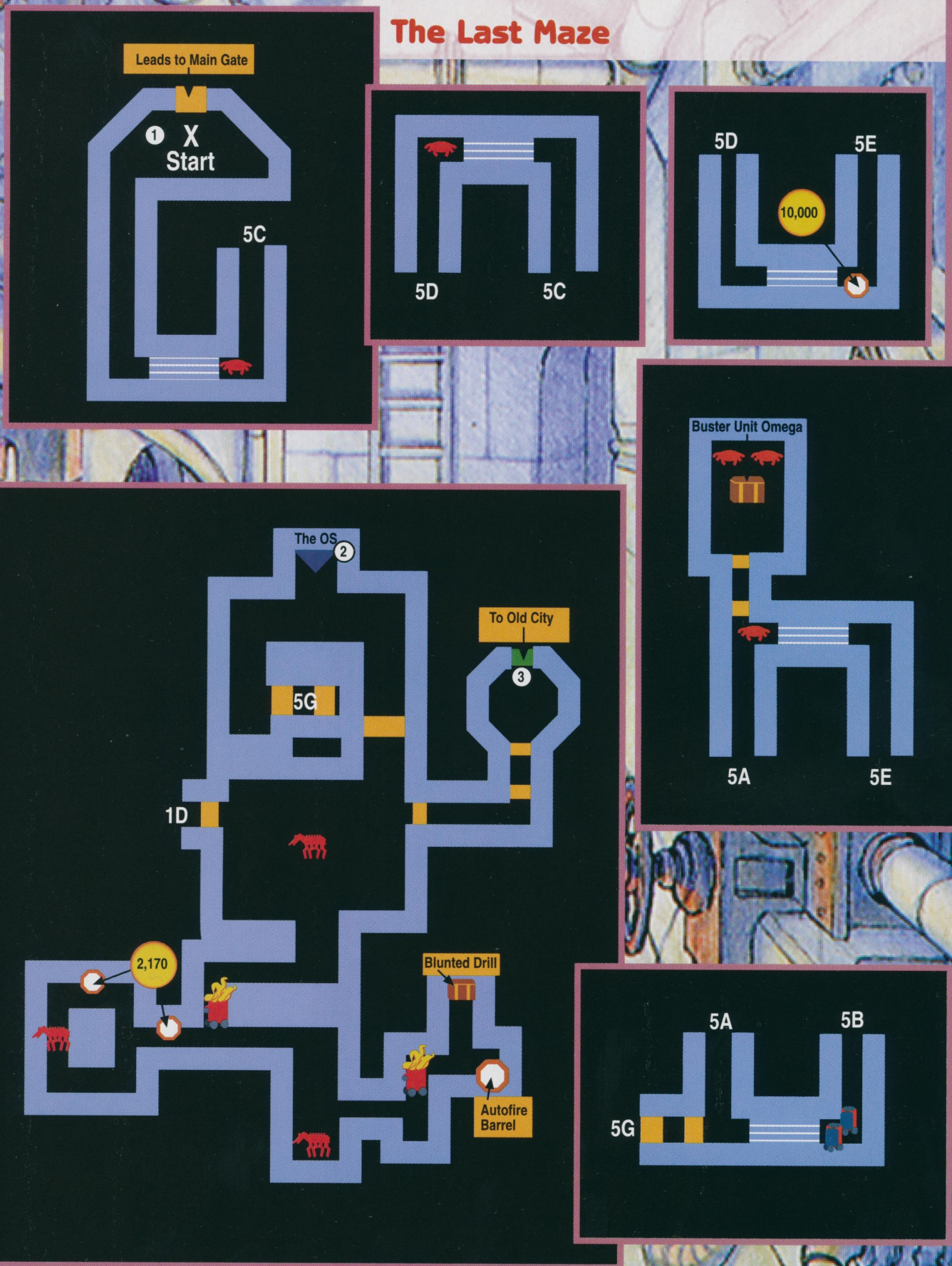


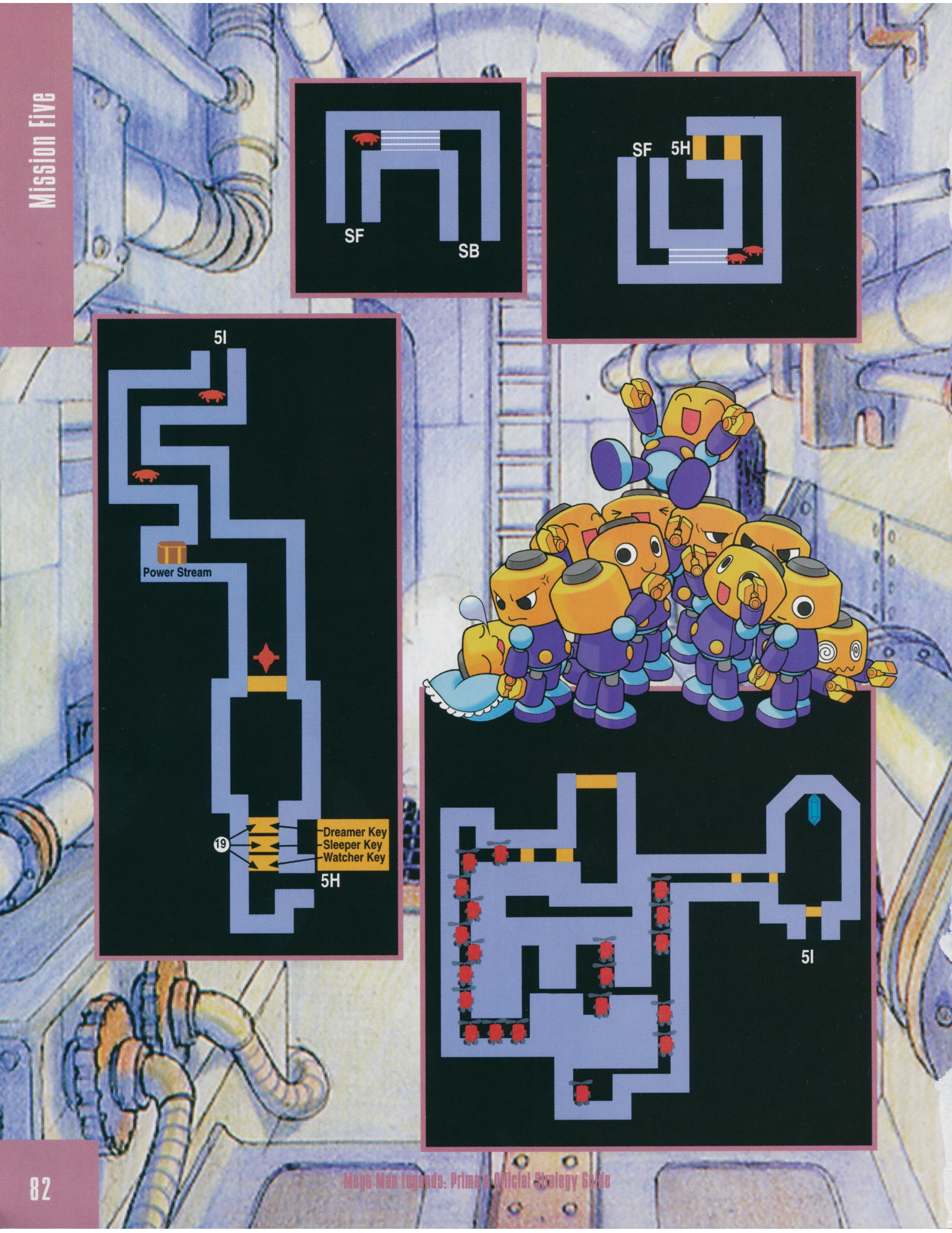
Opening the Three Doors

18. Return to the Main Gate and follow the spiral the entire way to the ground floor.

19. Use the Watcher, Sleeper, and Dreamer Keys in each of the three doors. Step into the room beyond the open doors.

The Last Maze





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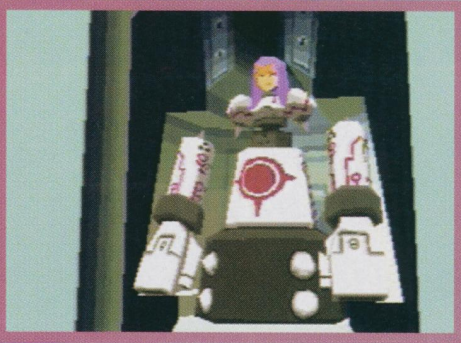
This is certainly a strange door. Hey, it's opening!

WOW! Who or what is that?



He's thanked me for waking him up. His name is Mega Man Juno, and he tells me that my name is Mega Man Trigger! But I don't remember him....

Now that he's awake, he wants to "re-initialize the carbon units." He wants to destroy the humans! You've got to stop him!

Little do you know, T-Bonne and Tron have been listening and want to help!

Tron quickly disables the electric barrier holding you prisoner.

Tron is happy to see that you're OK. You promise them both that you'll go after Mega Man Juno.

Tron is reluctant to let you go, but T-Bonne is confident that you're the only person who can stop Mega Man Juno.

20. Make your way through the maze to Mega Man Juno's Control Room.

Your first step through the door brings you face to face with a Karubun!

Tip

The Power Stream Buster Part is a great, last-minute find for your upcoming battle.

This is the biggest Refractor you've ever seen! Mega Man Juno must be using it to control the entire island!

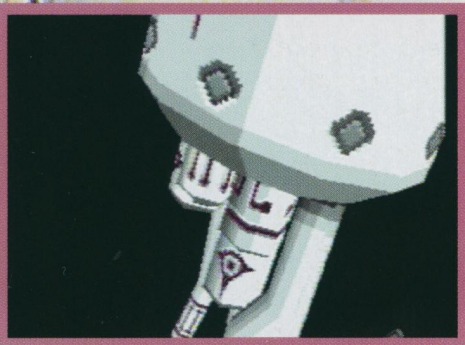
Final Confrontation—Mega Man Juno

Your best buddy Data represents your last chance to save before facing the toughest battle of your entire adventure.

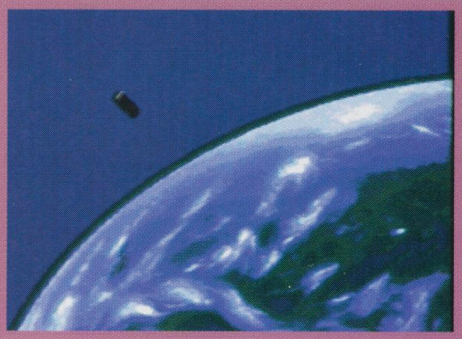
The future has never seemed so bleak, or so immediate. It appears that Mega Man Juno has been waiting for you and intends to stop your progress once and for all.

Before obliterating you, Mega Man Juno decides to shed a little more light on his motivation. If he can hold you off for even a little while, all humans will be eliminated!

The satellite probe will remain inactive until it comes into radar range again, and if it activates, there's no turning back. Hurry, Mega Man!



The fragile Earth is facing its darkest moment. Only you can save it now!



It looks like Kattleox Island is the probe's target! If you don't succeed, it's going to be quiet for a long, long time down there.

No matter what you say now, Mega Man Juno can't be swayed. Better muster up your courage one last time!

While he looks harmless, Mega Man Juno is the most powerful adversary you'll ever face. Luckily for you, though, his unfaltering etiquette is the key to his destruction.

When the fight begins, Mega Man Juno will fly toward you, but not before warning you to defend yourself. Step or roll to the side to avoid this attack, then quickly wheel around and send a few shots his way before he disappears.

From now on, it's impossible to tell which attack is coming until Mega Man Juno makes (or doesn't make) an announcement.

When Mega Man Juno asks "Ready?" it's time to get ready...to run! After assuming a stationary position in the air, his right arm will fly over the ground, sending out a rainbow laser that can slice and dice with the best.

Before you feel too good about avoiding that first arm, get ready to move as the second arm begins toward you. As soon as you avoid it, target Mega Man Juno and fire off as many shots as you can before he disappears.

If Mega Man Juno says "How about this?" he'll begin to fire rainbow lasers parallel to the ground and spin in a wide arc, leveling you if you get in the way.

Always jump as soon as you hear this phrase—even if you can't see him, you'll usually avoid being hit. As soon as you land, target Mega Man Juno and keep blasting him until he fades away or comes after you.

Occasionally, Mega Man Juno's etiquette engine goes offline and he doesn't say a word, so you should always watch him carefully to avoid any unexpected attacks.

One such attack is the Jumping Shockwave attack, in which Mega Man Juno leaps high into the sky and creates shock waves when he lands. Make sure to jump just before or right as Mega Man Juno lands to avoid the shock waves, then quickly target him and take a few shots before he disappears again.

Another attack that can come with no warning is Mega Man Juno's bursting attack, which can only take place in the middle of the arena. When he first appears, several explosions in the middle of the area will give his presence away.

Remember to jump right before or just as Mega Man Juno lands on the ground, or you'll get caught by the shockwave and lose your chance to retaliate. Even though he's only vulnerable for a few seconds, you'll feel better knowing you got the best of him before he asks "How was that?"

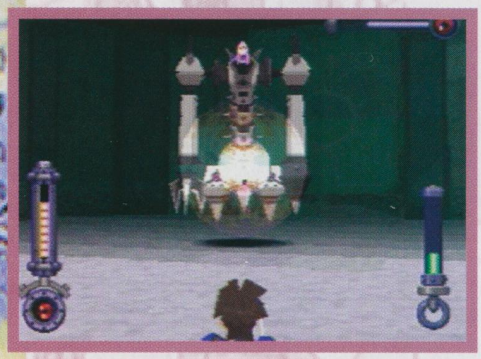
Tip

It's important to remember that Mega Man Juno can vary the order of these attacks as well as the way in which they are strung together. For example, he could perform his jumping attack right after the bursting attack, or he might just fly right toward you, or fade out and start fresh with a different attack. You've got to be ready for anything!

"Mega Man Juno survived? It can't be true!" Well, it is true, and this time around he's even harder to destroy. But you've got to do it—the fate of Kattleox is in your hands!

Mega Man Juno's new suit provides him with even more speed and power than before, but it can be stopped! His most frequent attack is the jumping attack, and it has a few variations.

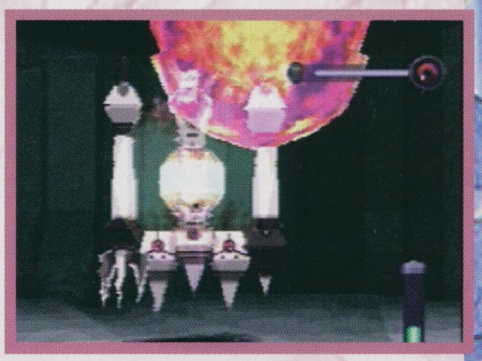
Mega Man Juno will always try to land near you, so keep moving and avoid the center of the arena. If you can avoid being hit, take a second to swing around and fire a few shots at him before he can move again.



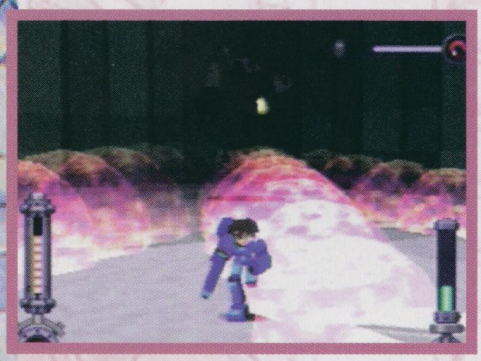
It's usually good practice to stay away from Mega Man Juno's landing spot, especially since he can swat you right out of the way if you're too close. If he misses, you'll have a second or two to take potshots, but be ready to break it off as soon as he moves again.

If you see Mega Man Juno remain stationary for a second or so, cautiously take some shots at him from a distance. He could be warming up a charge attack, and it's very difficult to avoid if you aren't already moving when he starts to close in.

If it looks like you can't get out of the way before he reaches you, try jumping out of the way—you just might get lucky.



If Mega Man Juno raises his hand and remains still for a few seconds, he's charging up a massive fireball attack. Fortunately for you, this attack is easily avoided and gives you ample opportunity to attack. Just get out of the way when the fireball starts toward you, because Mega Man Juno won't be far behind!

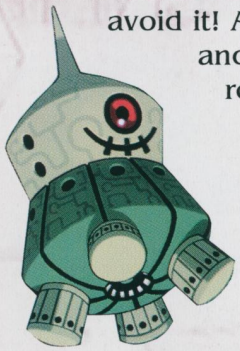


This attack can come after a roll attack or a jumping attack, so avoiding it is even more difficult because it's so unpredictable. Just do what you can to remain at a distance, and jump or run between the rows of flame as they plume outward.

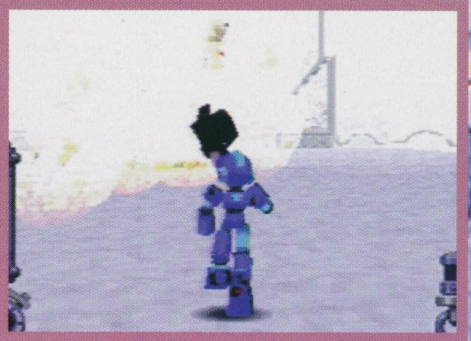
When Mega Man Juno is starting to wear down, desperation will take hold and he'll try a new attack. This one is tough to avoid but easy to sniff out, so get ready to spring into action as soon as he begins to rage.

When he finally uncovers himself, a wave of force will ripple across the entire arena. Make sure to jump over it or you'll be in a world of hurt.

Finally, Mega Man Juno will control several rainbow beams to rain down on your Mega-squishy head. Stay on the run, don't backtrack, and don't run toward him if you can avoid it! As soon as the last beam hits, turn and target him and squeeze off a few rounds before you flee in fear once more.



Even though this is the toughest battle you'll face, believe in yourself! Even Data will tell you that your combat capabilities exceed Mega Man Juno's.



The old saying goes "The bigger they are, the harder they fall" and it couldn't be more appropriate as Mega Man Juno meets his demise.

Once again, Mega Man Juno's head has survived.

But this time, you won't give him the chance to make a comeback!

Before you can pull the trigger, the last piece of Mega Man Juno detonates.

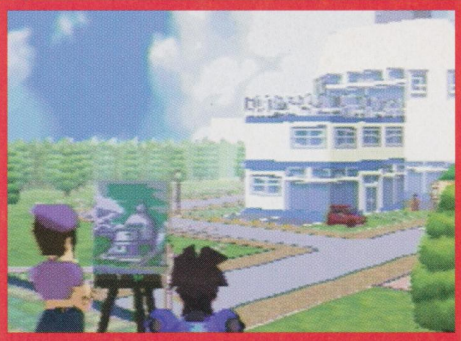
Was Mega Man Juno able to back up his memory and complete his horrible "reinitialization of Kattleox" program at a computer terminal before he detonated?

NO! Data has shut down the backup memory process and turns the satellite's command system over to you!

MINI-OBJECTIVES AND SECRETS

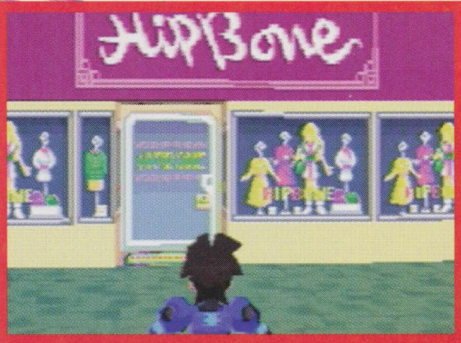
The Museum

Completing the Painting



In Uptown, it would appear that the Museum Curator, who stands atop the KTOX logo in the grass with her easel, is a budding artist. Unfortunately, there's something just not right about that picture ....

Boy, everyone is a critic! If nobody else is going to help her get more color into her picture, it's up to you to do what you can ....



While it isn't exactly a paint store, the Dressmaker Shop is run by women. Maybe they'd have a suggestion?

The Dressmaker Shop Owner seems to have some idea about what you could use to complete the picture. Red Lipstick isn't exactly what you were thinking of, but if it does the trick, why not?

The Curator recognizes that your Lipstick is just what she needs to complete her painting.

The Lipstick proves to be even better than a whole bucket of red paint. Unfortunately, the Curator runs off with the picture before you have a chance to see it.

The Museum is now open, and the second floor display of the Curator's painting has been dedicated to you! It may not be the Mona Lisa, but it still deserves to be prominently displayed in this museum.

Bringing the Curator Artifacts

Now that you've broken the ice and she knows that you're a Digger, she would very much appreciate your bringing her any old artifacts you might find during your adventures. She will put them on display and hopefully bring more people into the museum.

As you find the secret items, you will earn "Secret Points." The amount of Secret Points you collect is based on how many visitors come to the museum to see the artifacts. Here are the items you must bring her to complete her display:

Old Bone (worth 3 secret points): The Curator will put this on display as an "Ancient Digging Tool." This item can be found in the labyrinths.

Old Heater (worth 4 secret points): The Curator will put this on display as a "Fire Pot." This item can be obtained by helping the club rebuild their clubhouse and then bringing them a comic book (see "Building the Clubhouse.")

Old Doll (worth 5 secret points): The Curator will put this on display as a "Human Doll." This item can be found in the labyrinths.

Antique Bell (worth 6 secret points): The Curator will put this on display as a "Kattleox Bell." This item can be found in the labyrinths.

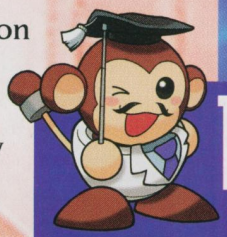
Giant Horn (worth 7 secret points): The Curator will put this on display as a "Giant Horn." You will get this for attaining Rank A in the Technical Course of the KTOX Races.

Shiny Object (worth 8 secret points): The Curator will put this on display as a "Crystal Fossil." This item can be found in the labyrinths.

Old Shield (9 secret points): The Curator will put this on display as an "Antique Shield." This item can be found in the labyrinths.

Shiny Red Stone (worth 10 secret points): The Curator will put this on display as a "Reaverbot Eye." This item can be found in the labyrinths.

When you have found all the artifacts, talk to the little girl in the green dress on the second floor. She will give you a Prism Crystal, which, when combined with the X Buster and Weapon Plans, will let Roll build you the devastating Shining Laser Special Weapon!

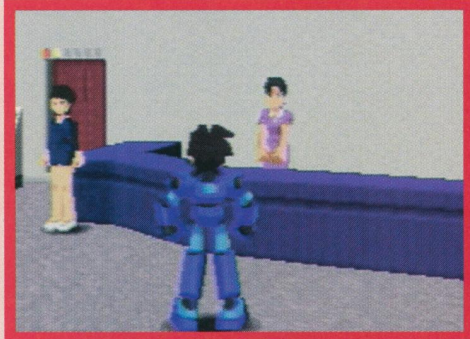


Tip

As more art enthusiasts begin to appear, talk to them. Some of them may give you Zenny for your efforts.

KTOX TV Game Shows

You'll find the KTOX TV Station in Uptown. Whenever you need a break from the Digging business, come to the KTOX Station and participate in a few of their fun TV game shows!



To enter the Beast Hunter or Balloon Fantasy game shows, you'll need to talk to the courteous receptionist behind the front desk. You can also view the high scores to all of the games by talking to the kind lady standing near the elevators.

Beast Hunter

To win at Beast Hunter, you need to be very accurate with your aim. Hit the dog chasing the man and you earn one point, but hit the man and you lose one point.

It's easy to move around and try to get fancy with the ball, but to earn rank after rank, it's best just to stand in place and time your kicks carefully.

To earn extra points, hit the flashing dog that runs out from time to time. You'll get two points instead of one!

You can also earn extra points when the tiny dog statue appears in place of the ball. Each successful hit will earn you two points, but hitting the person will knock two points off your score. Don't blow it.

If you can earn Rank A in this event, you'll be presented with the Zetsabre. Make sure to have Roll take a look at it.

Balloon Fantasy

It's difficult to always be accurate with so much chaos surrounding you, but do your best to hit only the red balloons. If you hit a blue balloon, you'll lose precious time.

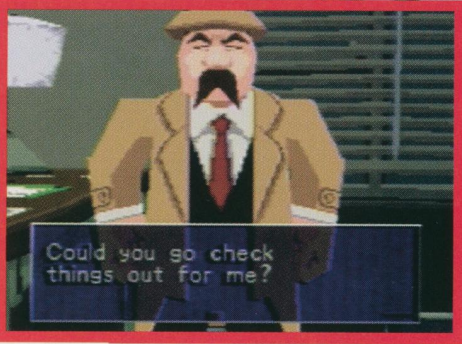
The keys to winning at Balloon Fantasy are accuracy and speed, so be sure to set up your Buster weapons to maximize both before you go on the air.

If you frequently miss distant targets, it might be a good idea to close the gap and take shots from up close. It'll cut down on your missed shots, as well as the number of times you hit the wrong target.

After attaining Rank A, you'll be given the Mystic Orb. We'd tell you what it's for, but then it wouldn't be very mystic, would it?

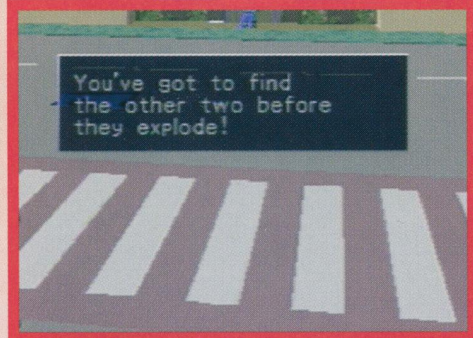
Bombs Hidden in Downtown

After obtaining the Red Refractor, talk to the Inspector at the Police Station. (If the Police Station was destroyed during the City Hall skirmish, you won't be able to complete this mini-mission.)



The Inspector is waiting for you inside his office. He may not realize it at first, but you're the perfect candidate for this next job.

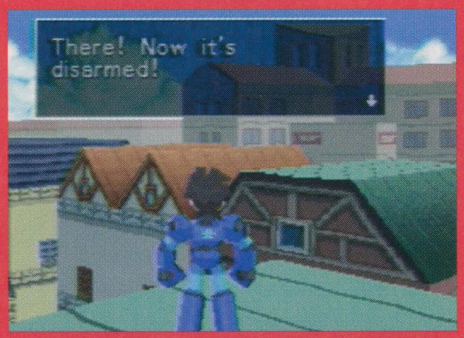
Once the Police Station has been rebuilt, a Police Officer will get your attention and bring you to see the new building.



As you watch one of the bombs explode right in front of you, you realize that getting to them quickly is of the utmost importance. Better get moving!

You could talk to one of the townspeople, but it should be obvious to any bomb squad member that hiding the explosives in the least obvious places is what terrorists do! Examine the alleyways to quickly find and disarm the most obvious of the two bombs.

Now that the ground bomb has been found, it's time to take to the rooftops to find the more dangerous and hard-to-find bomb. It's probably easiest to get onto the buildings from the surrounding lampposts, but you can also use soda machines or even the Sub City entrance (if it has appeared yet).



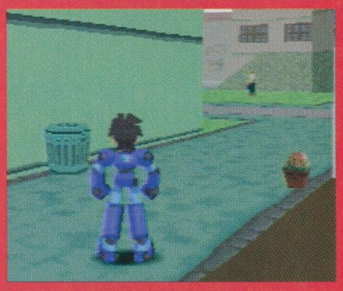
Carefully jump from rooftop to rooftop until you scout out the final bomb, then scoop it up and deactivate it before it can detonate. Whew! That was a close call! Your reward will be Plastique and a Bomb. Roll can use these items to build you new weapons!

Building the Clubhouse

After obtaining the Red Refractor, find the abandoned house between the hills of Yass Plains.

Talk to the three boys in the abandoned house to find out that they want to fix the place up and make a cool clubhouse! If you ask, they will invite you to join their secret club.

To be a useful member of the club, you must help get the clubhouse built. First, they need you to go to City Hall and talk to the man in the yellow hard hat. Ask him if you can use his Pick Ax.



Leave the boys alone to build for a while, then return. They'll need a Saw, which you can talk to the same man in City Hall about. He'll send you to Downtown to check the Garbage Pail.

After a little more time passes, you'll return to find the clubhouse looking brand new! The club is so grateful, they'll give you a special reward: Marlwolf Shell!

Hey! Someone left this perfectly good magazine out behind the shack on the hill in Yass Plains! Bring it to the boys and you'll get a very cool part: an X Buster!

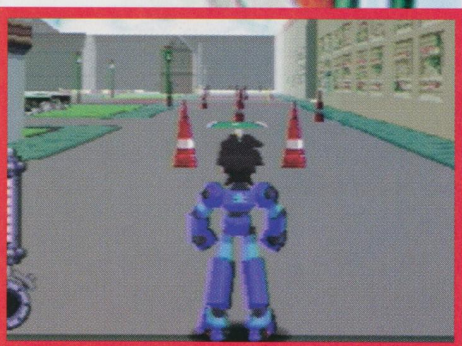
The Beetle under this tree in southern Cardon Woods would make a cool pet for the clubhouse. Bring it back to the clubhouse and you'll receive an "Old Heater." Take the Old Heater back to the Museum Curator so she can add it to her display.

This Stag Beetle under the tree in Clozer Woods would make a good companion for the clubhouse's new Beetle! Bring it back to the clubhouse and you'll receive "Broken Circuits."

KTOX Game Shows—The Races

When you've equipped the Jet Skates, come to the KTOX studios and talk with the Director in the lounge area.

To try out for the races, talk to the Director standing across from all the monitors. There are three different races for Mega Man to participate in, with each course being more difficult to navigate than the last.

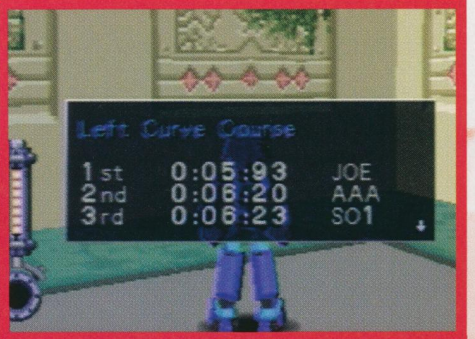


Each course requires lots of practice to master, but one thing remains the same for each course—if you hit the yellow cones, the timer will stop for a few seconds. Do what you can to hit all of the yellow cones you can find, because it may be the only way for you to beat the clock.

Don't forget to use the L1 and R1 buttons to help Mega Man turn those sharp corners. It really comes in handy when you've got to slalom through several cones that are on opposite sides of the course.

Each course has its own prize, so you'll have to master them all to collect all of the prizes.

Technical Course: "Giant Horn"
Straight Course: "Music Box"
Left Course: "Omni-Unit"



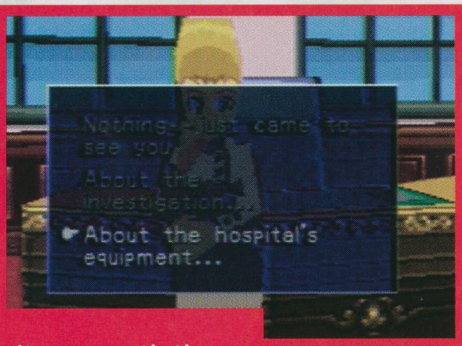
Don't stress out over breaking the records that have already been set because all you'll get is extra Zenny for your trouble. Of course, it sure does feel good to set a new record!

Little Girl in the Hospital

When the Flutter is fixed and floating again, talk to the little girl in the Hospital in Uptown.

Ira has been confined to this wheelchair far too long for her active imagination to bear. Fortunately, the Hospital can upgrade its equipment to help her, but who do you talk to?

This nurse feels the same way you do, but she hasn't got the money or the authority to make the change herself. It's time to seek out a higher authority ....



It's a good thing you and the Mayor are such good friends. Although 15,000 Zenny might seem like a lot of money, it's the only way to help Ira walk again.

It was worth the money just to see the smile on her face, wasn't it? Now she can find out what the other islands look like on her own!

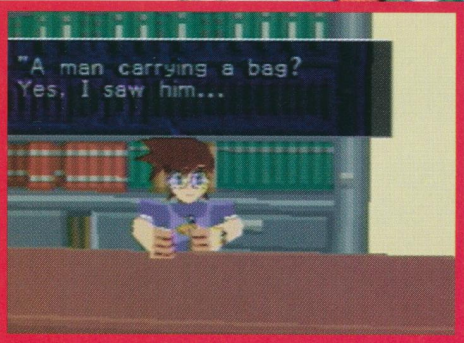
Lost Money Bag

When you've saved Downtown from the Bomb threat, talk to the Inspector at the Police Station in City Hall. (You can't complete this mini-mission if either the Police Station or the Library has been destroyed.)

Talk to the unfortunate man in the Police Station Lobby first. The last time he remembers having his bag of money was when he went to the Electric Shop in Apple Market.

The owner of the Electric Shop remembers the man saying he was starting to get hungry. Better talk to the Jetlag Bakery!

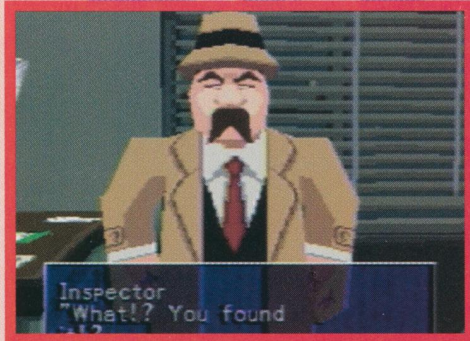
The baker in the Jetlag Bakery recalls hearing the man say that he had some research to do at the Library. Downtown, here we come!



Talk to the Librarian and she'll suggest you check places where you can buy a drink. Outside in Downtown, the best Vending Machine stands near the North Door.

This little girl remembers seeing the man, but he didn't have a bag with him.

What's up with the little boy across the street from the library? Talk to him several times and he'll eventually tell you that the man ran by and nearly knocked him down. To get even, he says he threw the man's bag in the garbage.



Check the Garbage Pail across from the Library, then bring the Bag of Money back to the Inspector in the Police Station in City Hall.

Your reward from the man is a cool item—an Arm Supporter. Roll will use this to develop a rare item for you.

Find the Grocer's Wife

Once you've opened the Main Gate, talking to the Grocer in Apple Market will begin this mini-mission.

It's hard enough to find someone lost in the forest, let alone someone who blends in with the scenery so well .... You'd better get her to the hospital—pronto!

He had almost given up hope, but you saved the day once again. The Grocer shows his gratitude by giving you a very valuable token of his esteem.

Catch the Bank Robbers

Once you've defeated the monstrous Bruno, go to the Flutter and watch TV to begin this scenario. This event can't take place if either the Police Station or Library has been destroyed.

Back on the up-and-floating Flutter, go into the living room with Gramps and watch a little TV. What's this? The Bank in Uptown has been robbed, and the car chase is happening Downtown!

Take Home a Cat

It looks like those tricky Bonnes are at it again! This time, they've stolen money from the Bank and are trying to get away. Fortunately, the Police are on the case, but it looks they're going to need your help to catch them.

If you manage to lose the Bonnes during your hot pursuit, always be on the lookout for the police car. They might not be able to close in on the Bonnes' car, but they never lose track of it.

So, this is what the Bonnes were trying to get away with. Better pick it up quick before someone else comes along and tries to run off with it!

Doing your moral duty is a big part of being a good citizen. The Inspector will really appreciate getting this money back, and he'll even give you a reward when it's been returned to the station. All in a day's work ....

Once you've opened the Main Gate, you'll see a cat wandering around in front of it. Pick it up and take it to the Flutter. Before you know it, you'll have eight cats, but your reputation as a nice guy will go up.

Gifts for Roll

Along the way, you'll come across several items that would be a perfect way to thank Roll for all her mechanical expertise. These items are:

A Flower, which can be found in the Clozer Woods near Portal 3.

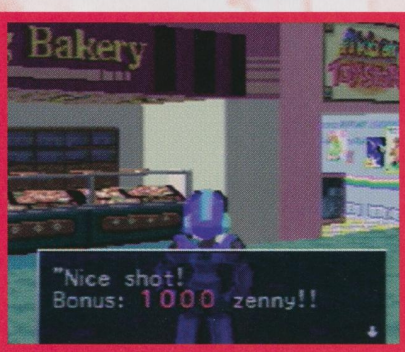
A Ring, which can be found in a hole in the wall in the labyrinth.

A Music Box, which you get for winning the KTOX Straight Course Race.

Kick the Can for Zenny

It looks like the city has a new problem on its hands—litter bugs! It might seem pointless, but it sure is a lot of fun to kick the can around.

While you're kicking it around, why not aim toward the Bakery? Rumor has it that the owner is a real environmentalist ....



If you can get the can on the other side of her counter, the Bakery Owner will give you a big reward for keeping the streets clean. As long as there's a can in the street, you can keep on doing this until you break the bank (or your foot, whichever comes first).

Caution

Although this will bring you money, it will also lower your reputation around town. It's usually more productive to just play the KTOX game shows for money anyway.

Music in the CD Store

If you'd like to get away from the hustle and bustle of a hero's life, you can always take a break inside the CD Store and listen to some soothing tunes. Just don't spend too long chilling out—the city still needs your help!

Kicking Garbage Pails

Kick the Garbage Pails! If there's nothing in it, it will make a light sound and the lid will pop. If there is something inside the Garbage Pail, the lid will not pop and will make a dull sound.

If you kick the Garbage Pail near the clubhouse in Yass Plains, pigeons will fly out.

Mega Man's Reputation

It's hard enough to battle your way through pirates and Reaverbots without earning yourself a bad rep! If you do things that are just plain awful, the people of Kattleox will begin to take notice. Worst of all, your attitude will be reflected by your body color. If you are truly bad, you will turn black.

There are three levels of reputation: good, normal, and bad. The easiest way to check your reputation is to, ironically, listen for commentary at the local residents' doors.

Events That Lower Your Reputation

- Kick a Vending Machine to get a free drink.
- Break a Vending Machine.
- Kick any animal (cats, pigeons, the dog—Paprika, etc.)
- Let a bomb (or both) explode during the Hidden Bombs event.
- Leave with the suitcase full of money during the Bank Robbery event instead of giving it to the Inspector.
- Kick the empty cans into the Jetlag Bakery.
- Crash the KTOX TV Station zeppelin during the attack on City Hall.
- Shoot the police car during the Bank Robbery event.

Events That Raise Your Reputation

- Complete all of the mini-missions.
- Collect bombs during the Hidden Bomb event.
- Return the missing Bag of Money to the worried man in the Police Station.
- Return the suitcase to the Inspector during the Bank Robbery event.
- Cure Ira's legs.
- Reconstruct City Hall.
- Reconstruct the Police Station.
- Reconstruct the Bank.
- Reconstruct the Library.
- Reconstruct all the houses.
- Reconstruct all the high-class houses.
- Save City Hall from the pirate attack.
- Defeat Marlwolf and accept the request for underground research.
- Obtain Yellow Refractor.
- Obtain Red Refractor.
- Defeat Bruno in the Old City.
- Bring the Museum Curator the Red Lipstick.
- Donate works of art to the Museum.

Secret Modes

Once you finish the game and the Start Screen appears, you will be able to select between "Normal" and "Hard" modes. Begin in "Hard Mode" and save your game.

Caution

Do not shut down the power without first beginning in the new difficulty mode and saving the game! If you do, you will lose the option to play the new mode and will have to finish the game again!

After completing the game in Hard Mode in under eight hours, wait for the Start Screen to appear again and you will see "Easy" Mode as a new selection. Begin this new game and you will begin with a secret weapon called "Maximum Buster" (all attributes are maxed-out at +7) and the Jet Skates are already equipped. Another added bonus: Every refractor that is dropped by a defeated enemy will be worth four times as much, so collecting money becomes a piece of cake!

ENEMY COMPENDIUM

Here is a description of the information listed below each enemy:

HIT POINTS: This is the amount of points in each enemy's Life Gauge. This information is not displayed in the game.

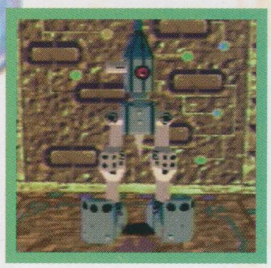
DESCRIPTION: This is the enemy's appearance and trademark movements.

ATTACK: This is a description of the enemy's weapons and method of attack.

STRATEGY: This is instruction on the best way to destroy the enemy.

REFRACTORS: This is the amount of Refractors released when the enemy explodes. The fist number is the maximum amount of Refractors that may appear at one time. The second number indicates the probable size of the Refractors. The higher the number, the better your chance of obtaining larger Refractors.

Reaverbots



Arukoitan

HIT POINTS:480
DESCRIPTION: This bipedal Reaverbot does not have consciousness and moves only by order of the Orudakoitan.
ATTACK: Shoots fireballs and performs tackles.
STRATEGY: Don't get near these guys! Instead, find and destroy the nearby Orudakoitan and the Arukoitan will never move again.
REFRACTORS: 3x5 (4x8 when the Orudakoitan is destroyed.)

Orudakoitan

HIT POINTS: 448
DESCRIPTION: This Reaverbot acts as the "transmitter" to the Arukoitan. When it senses movement nearby, it sends an attack signal to the Arukoitan.
ATTACK: It does not move. Instead, it sits and acts as a surveillance unit. They have been known to evolve to walk and shoot fireballs if their partnered Arukoitan is missing, but that hardly ever happens.
STRATEGY: Don't get close! If you set it off, the silent alarm will trigger and wake the Arukoitan. Instead, shoot from afar until it explodes.
REFRACTORS: 8x8

Zakobon

HIT POINTS: 64
DESCRIPTION: Short walking cylinder that falls on its back to fire a weapon from its base.
ATTACK: Shoots short-range bombs from its base or, if you're close enough, will perform a spinning tackle.
STRATEGY: Stand back farther than the Zakobon can toss its bombs and fire repeatedly. Be ready to side step as it slowly waddles toward you. Don't let its awkwardness fool you! If it gets too close, it will suddenly slide toward you and knock you down.
REFRACTORS: 2x2

Red Zakobon

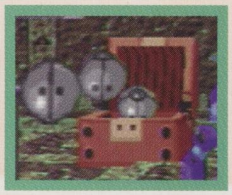
HIT POINTS: 448
DESCRIPTION: Exactly like the Zakobon, but is gold instead of silver.
ATTACK: Shoots long-range fireballs from its base or, if you're close enough, will perform a spinning tackle.
STRATEGY: Stay back and fire repeatedly. As soon as a fireball is on its way toward you, step aside and resume firing. The Red Zakobon will fall down once or twice before completely expiring.
REFRACTORS: 6x4

Shekuten

HIT POINTS: 32
DESCRIPTION: Very short copper can with a red eye. It's completely invulnerable and immobile until you approach it. When you wake it up, it begins to walk toward you on two tiny legs.
ATTACK: It will begin to blink red as it approaches you, which means you have a short amount of time to step out of the way before it detonates!
STRATEGY: You can pretty much ignore these things and walk or run right by them. If you do choose to attack, get close to wake it up and get it walking, then run back out of its range and fire.
REFRACTORS: 8x1

Mirumijee

HIT POINTS: 32
DESCRIPTION: This looks exactly like a snake. It likes to rise up but will also slither across the floor to get close for its attack.
ATTACK: All it can do is try to tackle.
STRATEGY: These Reaverbots are incredibly easy to shoot up-close or far away.
REFRACTORS: 3x1



Mimic

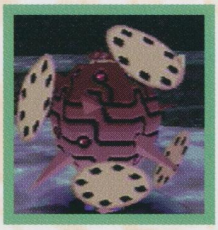
HIT POINTS: 160
DESCRIPTION: It looks exactly like a Treasure Chest until you open it!
ATTACK: It sends bombs out in a continuous stream.
STRATEGY: This enemy is completely invulnerable until opened. When you open it up and it starts tossing bombs, step to the side out of harm's way and shoot! It can only toss bombs straight ahead. It's good to get rid of these easy targets for the free Refractors.
REFRACTORS: 8x4

Sharukurusu

HIT POINTS: 672
DESCRIPTION: This is a bipedal enemy that likes to run quickly toward you and tackle and swipe with its huge arms. Some can even become invisible and surprise attack from behind!
ATTACK: Swipe with its arms and claws, and makes running tackles.
STRATEGY: Try to get up on a ledge if possible. If you can't, run in circles and fire as you run (which is difficult), or run far ahead, turn, shoot, run, and repeat. You don't want to get caught in a corner where it will continue to knock you down. You may even want to use your Special Weapon once or twice and then finish it off with your regular Buster Weapons.
REFRACTORS: 3x5

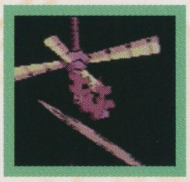
GuruGuru

HIT POINTS: 512
DESCRIPTION: Looking somewhat like a crab, this enemy is completely invulnerable until it's flipped on its back.
ATTACK: When close, it will perform a dashing tackle. Otherwise, it approaches slowly in preparation for this move.
STRATEGY: Use a long range Buster Part and send a continuous stream of fire at it. It will flip onto its back, flip right side up, and onto its back again before exploding. Keep firing through this performance. Don't let it get too close, or it will scuttle quickly toward you and cause considerable damage by knocking you down.
REFRACTORS: 3x5



Jakko's Nest

HIT POINTS: 512
DESCRIPTION: This box-like Reaverbot contains Jakkos. If you get too close or shoot it, it will release the flying pests.
ATTACK: Releases the Jakkos if you are too close or damage it.
STRATEGY: Stay far away and use a long range weapon on the Jakko's Nest. Once it has been destroyed, take out the Jakkos themselves.
REFRACTORS: 12x5



Jakkos

HIT POINTS: 32
DESCRIPTION: These flying menaces are what's waiting inside a Jakko's Nest.
ATTACK: They will swoop down and try to knock you over.
STRATEGY: Try not to be underneath them. Instead, get some distance and make sure your Lock-On ability is enabled. Continuously fire, letting the gun pick your nearest target. These enemies go down quickly.
REFRACTORS: 2x2

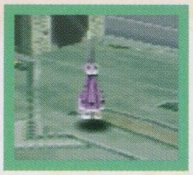
Gorubeshu

HIT POINTS: 640
DESCRIPTION: They look almost like walking huts with large shields. With their shields up, they're hard to attack.
ATTACK: They'll drop their shield and fire long-range Fireballs.
STRATEGY: Although fairly slow, the fireballs they shoot are long range. Stay back and send a continuous stream of gun fire at it until it drops its shield and fires back at you. Wait until the slow fireball is getting close, then side-step it and continue to fire. The Gorubeshu will fall down twice before exploding.
REFRACTORS: 5x5

Firushudot

HIT POINTS: 512
DESCRIPTION: These enemies look like giant alligators and can be found swimming in the walls of water under the lake.
ATTACK: They can only attack when they jump out of the water. When you are close, they can perform a Tail Whip attack or a straight tackle. But typically, when you're farther away, the common attack is a long-range white-ringed Shockwave that will get bigger and stronger as it approaches.
STRATEGY: You don't want to stand out in the middle of the walls of water or you'll find several Firushudots jumping out of

the water to assist the first in a group attack! It's easier and safer to get behind a wall and wait for the Shockwave attack to stop. When the coast is briefly clear, stick your head out from behind the wall and concentrate your fire on one Firushudot. Keep firing until you absolutely have to duck back again. If you get in over your head and the Firushudots are becoming too plentiful, you can always go through a door and return. The Firushudots return to the lake when a potential threat leaves their territory.
REFRACTORS: 6x5



Miroc

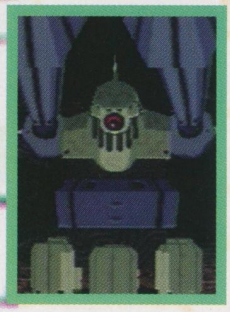
HIT POINTS: 1
DESCRIPTION: This tiny enemy rolls around on one wheel and is so quiet, you'll hardly ever notice it.
ATTACK: Once it sees you, it will continuously run into you and cause a fair amount of damage.
STRATEGY: It's simple to shoot, but you have to keep an eye out for their silent but painful attacks.
REFRACTORS: 1x8

Foo-roo

HIT POINTS: 1
DESCRIPTION: This enemy looks like a floating golden metallic eye. It's a very slow airborne sentry. Wherever you find one, you're guaranteed to find at least two or three more.
ATTACK: It will come around to your back or out of your field of vision, then explode.
STRATEGY: Before you walk into the room, use your Lock-On ability and take them out with one shot each.
REFRACTORS: 2x1

Cannam

HIT POINTS: 1280
DESCRIPTION: It looks like a giant four-legged spider and can jump from the floor to the ceiling.
ATTACK: It can either drop down on you or drop bombs near you.
STRATEGY: These enemies are fairly slow and not too threatening. Just send a continuous stream of shots up into it as it slowly approaches, dropping to the floor and jumping up to the ceiling. It takes a little patience, but it's worth the payoff.
REFRACTORS: 6x5

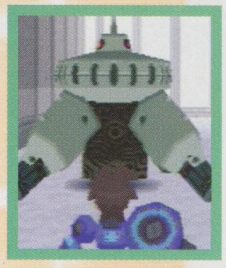


HanmuruDoll

HIT POINTS: 8160
DESCRIPTION: This huge juggernaut is fairly quick and definitely scary! He patrols his rectangular hall with vigilance, and you'd better not be in his way when he comes through.
ATTACK: Slams the ground quickly with his fists as he rushes through the hall and simultaneously drops bombs.
STRATEGY: Stay the heck out of its way! Once it's made it around the hall, it will come to a stop and will only activate if you get close. Sneak up BEHIND it to activate it, then run as fast as you possibly can for the nearest doorway! Stand inside the doorway and aim toward it. As it rolls by, lay into it with all the up close high-attack weaponry you've got. It will come to a stop again, so sneak up behind it and repeat the whole process. You won't take any damage, but the procedure does require patience. It takes a while, but if you need Zenny, defeating this thing is worth it!
REFRACTORS: 16x4

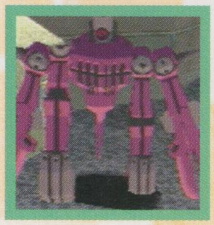
Karumuna Bash

HIT POINTS: 1728
DESCRIPTION: This thing lopes and behaves like a giant dog, but it's fairly fast and particularly nasty! Another important note: wherever you find one, there will be two more somewhere in the immediate area.
ATTACK: It can breathe a long range flame from side to side and has a terrifically painful tackle.
STRATEGY: Before it sees you in the room, unload as much firepower as you can by shooting at it before it wakes up and as it stands. Then, find a wall to stay behind if possible. They don't handle corners very well and give you a good amount of up-close firing time before you have to run for cover. Beware the fire attack though! You'll want to get behind a wall or stay well out of range for that! If you're in a room with no walls, your only offense is to run far enough ahead that you have time to turn and lob a Special Weapon at it before running again.
REFRACTORS: 8x6



Karubun

HIT POINTS: 2560
DESCRIPTION: This giant tank has a flip-top head that can spit explosives in an impressive long-range circumference around it's body. It marches quickly, but not so fast that you couldn't run away, turn, and fire.
ATTACK: It can fire dual long-range machine guns and can open it's head to throw out bombs in a wide circumference around its body. If all else fails, it will attempt to smash you against anything it can run you into.
STRATEGY: Get up on top of a small building and continuously fire at it. If it somehow is able to hit
you with bombs, move around the roof of the building you're on until the bombs are out of range and continue to fire. If there are no buildings to stand on, you can either shoot from a distance and avoid the machine gun fire or, the more logical thing to do, run and don't look back.
REFRACTORS: 8x6



Large-sized Sharukurusu

HIT POINTS: 2048
DESCRIPTION: These are larger tougher versions of the Sharukurusu. They can only be found in the Sub Cities.
ATTACK: They have the same attacks: the claw swipe and the tackling attacks.
STRATEGY: Your best bet in the Sub Cities is to take them out from the safety of a roof rather than trying to go toe-to-toe.
REFRACTORS: 6x6

Garudoriten

HIT POINTS: 2048
DESCRIPTION: This is the giant Reaverbot that guards the Red Refractor.
ATTACK: It performs a sliding tackle and a jumping shock wave. If you try to get in close, it will give you a painful kick!
STRATEGY: As the Garudoriten searches for you, stay close and aim up for his head. His head is his only weak spot and it's well protected, so you may have to jump up to get the right angle.
REFRACTORS: 24x6

Gai-nee Tooren

HIT POINTS: 768
DESCRIPTION: In Sub City 3, this large Reaverbot resembles a marching carrier. If you destroy any of the other Reaverbots in the area, the Gai-nee Tooren will drop another Reaverbot to replace the first one.
ATTACK: The only weak spot this enemy has is its backside, and this is only vulnerable when its backside opens up.
STRATEGY: Get behind the Gai-nee Tooren and destroy any nearby Reaverbot. When the Gai-nee Tooren's backside opens up, fire!
REFRACTORS: None

Bonne Mechs and Robots

Blumebear

HIT POINTS: Blue—768, Red—896, Yellow—1856
DESCRIPTION: Three Servbots play keep away with the Gate Key while driving in these three tank-like contraptions.
ATTACK: Although the Blue Blumebear is built for speed, the Yellow Blumebear has the most energy, and the Red has the most powerful shots, all three Blumebears fire machine guns and grenades.
STRATEGY: It's easiest to concentrate all of your efforts on the Blue Blumebear. Built for speed, the Blue Blumebear has the lowest stamina of all three Blumebears, making it the best candidate for an early retirement. Just make sure that you deliver the final blow when it's holding the key, or you'll have to go after one of the other remaining Blumebears to retrieve it.
REFRACTORS: 5x5

Maiberu Haagen

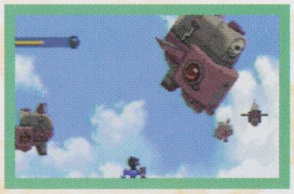
HIT POINTS: Yellow—768, Red—384
DESCRIPTION: As the Bonnes attack City Hall, these red and yellow deconstruction bulldozers wreak havoc on each building they come in contact with.
ATTACK: None—they only attack the buildings. Just don't stand in their path or you will get hit and take damage.
STRATEGY: Shoot until it blows up!
REFRACTORS: 5x4

Horunisse

HIT POINTS: 576
DESCRIPTION: These airborne threats drop off the Maiberu Haagen and then focus their attacks on you!
ATTACK: The Horunisse swoop down close to drop bombs.
STRATEGY: Just aim high and fire!
REFRACTORS: 5x5

Zuuf Geleido

HIT POINTS: 96
DESCRIPTION: These small submarines swarm the Lake as you fight your way to the Lake Gate.
ATTACK: They can fire either an anti-sea missile or a torpedo.
STRATEGY: In this battle, it's more important that you destroy the missiles coming at your boat than the actual enemies themselves.
REFRACTORS: None



Drache

HIT POINTS: Red—192, Gray—512
DESCRIPTION: During your fight against T-Bonne's Navy, these Red and Gray pests fly just above your ship.
ATTACK: The Draches shoot machine guns.
STRATEGY: Once again, it's more important for you to keep your ship from taking damage than to drop these enemies out of the skies. Unless their fire is damaging the ship, you can pretty much ignore them.
REFRACTORS: 5x3

Leopordo

HIT POINTS: 448
DESCRIPTION: In the Yass Plains battle, the Servbots drive these medium-sized tanks to terrorize the town.
ATTACK: The Leopordos can either fire a machine gun or slowly turn its main turret and shoot a cannon ball.
STRATEGY: Stay behind its main turret and fire. Keep circling around and behind the turret while firing until the tank explodes.
REFRACTORS: 4x4

Gun Battery

HIT POINTS: 160
DESCRIPTION: These immobile turrets can quickly turn and fire, but have little to no armor.
ATTACK: This enemy uses a Chase Gun that fires explosives.
STRATEGY: Stay behind the Chase Gun and fire into its back.
REFRACTORS: 3x3

Feldynaught

HIT POINTS: 4096
DESCRIPTION: This monstrous weapon is Tron's response to getting the Gate Key from her Servbots! It looks like a giant spider mech and has the ability to stand or spread out and charge at you.
ATTACK: The Feldynaught has the Vulcan attack, can shoot bombs, and will attempt to charge at you and knock you down.
STRATEGY: The Feldynaught's attacks are easy enough to avoid, as long as you don't just stand there. Keep on the move and retreat if you see something coming your way. Just stay back a little, step to the side, and blast the Feldynaught while it recovers. Don't force this fight or it'll be over before you know it. Stand back, pick your shots, and fight smart to win!
REFRACTORS: None

Bon Bonne

HIT POINTS: 2496
DESCRIPTION: After saving City Hall, you'll have to face Teisel and Tron's little bro, Bon.
ATTACK: Bon has a missile attack, a yo-yo tongue attack (AKA: the Boo attack), and a hand clap with which he will attempt to smash you.
STRATEGY: The first thing you'll have to watch out for are the seeker missiles; make a beeline through them back toward Bon Bonne, weaving through any poles or trees around you. Luckily for you, Bon Bonne's Yo-Yo tongue attack is easily avoided and provides you with ample time to attack. As soon as you hear Bon Bonne's wind-up grunt, step to the side just a bit and let loose with your Blaster. Wait for Bon Bonne to retract the Yo-Yo, then listen for that tell-tale grunt again. Step to the side, blast away, and prepare yourself to avoid those seeker missiles again.
REFRACTORS: None

Marlwolf

HIT POINTS: 1536
DESCRIPTION: This monstrous robot on treads is pretty darned tough!
ATTACK: As it rolls around the Main Gate, it will shoot green energy balls, swing its arms, try to knock you down, and fire Feather Bombs.
STRATEGY: Begin this fight by concentrating all of your firepower on Marlwolf's tank-style tread system. Watch out for the green energy ball that Marlwolf periodically shoots out; it can track you virtually anywhere, so make sure to either duck out of the way or hide behind a wall to avoid it. Speed things up tremendously by actually jumping onto the hatch deck to get the best shot possible. Once you hit the hatch a few times, Marlwolf will begin to show the signs of damage. In an attempt to shake you off, Marlwolf's huge hands will come up toward his head. When you see the fist coming your way, quickly move to the opposite side of the hatch deck to avoid being knocked off.
REFRACTORS: None

Barukon Gelede

HIT POINTS: Core—1866, Arm—1024, Gun Battery—576
DESCRIPTION: After fighting your way through the smaller Bonne Navy enemies on the Lake, you'll have to face this big, purple, frog-like submarine.
ATTACK: It can shoot anti-sea explosive missiles, anti-sea rear guns, fire quickly from both arms, and fire green energy balls.
STRATEGY: The Barukon Gelede is invulnerable when it first shows up. Direct your fire toward its eyes—that's where the missiles are coming from. At this point in the fight, Roll will ask you whether you want to retreat or keep fighting. If your health is low, it's best to retreat. As you begin to pull away from the Barukon Gelede and into the narrow channel, it'll start to give chase. When it finally catches up to you, blast the incoming missiles as best you can until you've got it trapped. Concentrate all your firepower on Barukon Gelede's arms and bomb cannons. When you maneuver around to Barukon Gelede's backside, target the bomb cannons and eliminate them as fast as possible. When you've finally gotten rid of all the weapons systems and both arms, Barukon Gelede will resort to his big guns and start shooting those annoying and deadly green energy blasts at you again. If you can hit the energy blaster before the energy blast can form, you'll discharge the system and it'll have to charge up again from scratch.
REFRACTORS: None

Gesellschaft

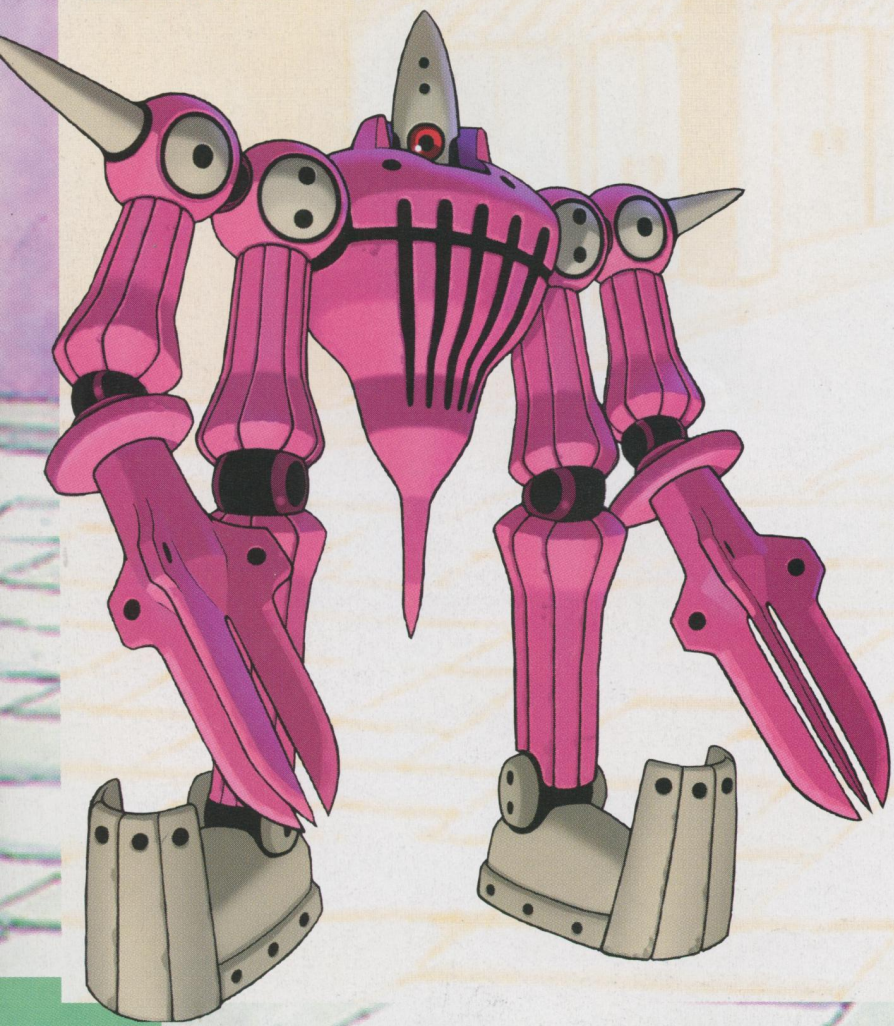
HIT POINTS: Bonne Emblem—1600, Each Wing—1280, Each Gun's Batteries—272, Ship's Underside—1024
DESCRIPTION: This is the Bonne family's home sweet home, the main airship.
ATTACK: The ship will fire heavy explosives from the gun batteries, mines, and green energy balls.
STRATEGY: This fight begins with a pack Draches, and you must defend the Flutter from taking damage. If you have a powerful Special Weapon available, especially something that seeks and/or has rapid-fire capability, don't waste it on these guys. When they're gone, the Flutter and Gesellschaft jockey for position and you'll have open shots at different sections of the ship. The three main areas are the belly and the left and right wings of the Gesellschaft, so concentrate your fire on whichever you can reach, starting with the belly. Once one area of the ship goes out of range, it's time to concentrate on the next.
REFRACTORS: None

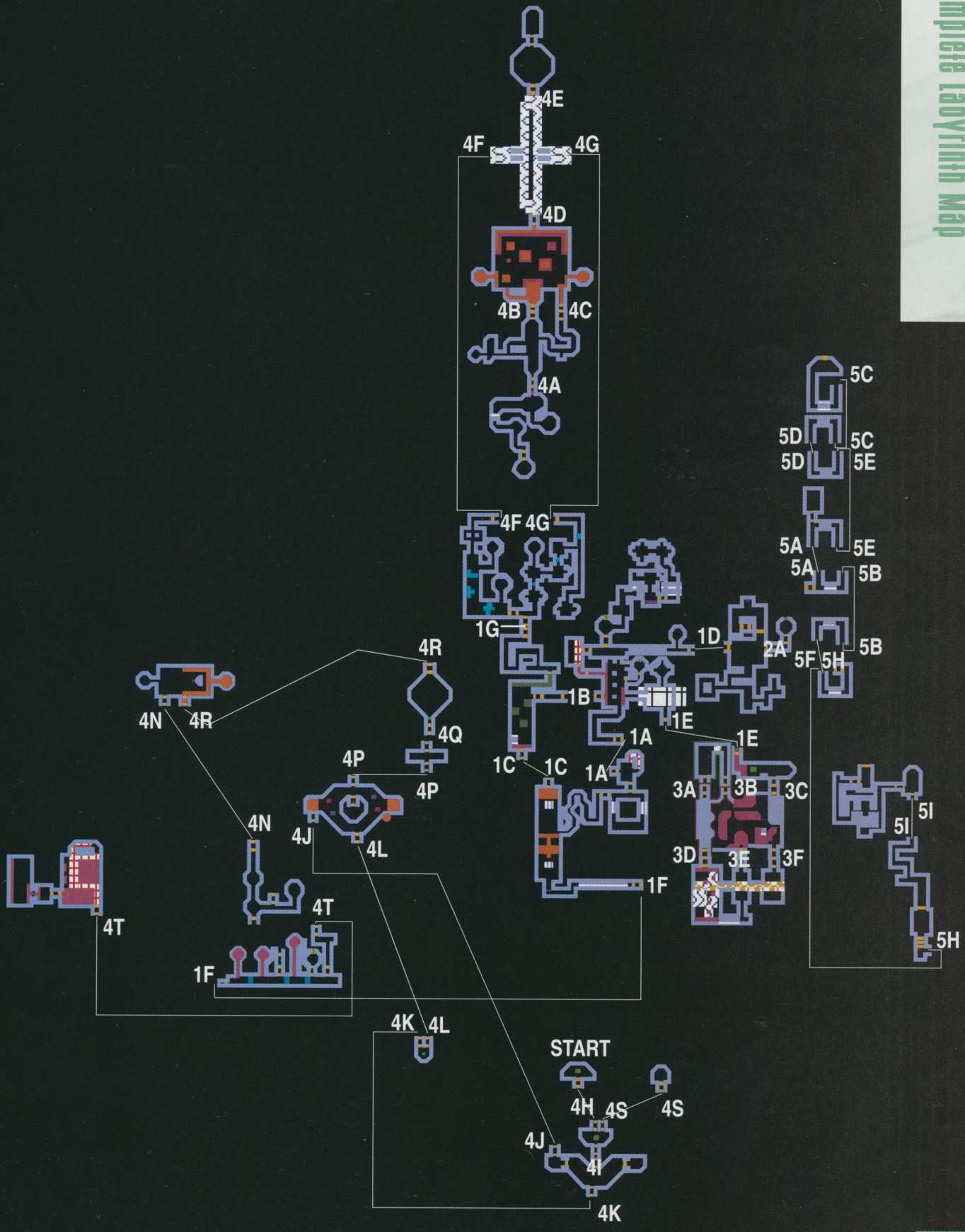
Fokkerwolf

HIT POINTS: 2048
DESCRIPTION: This is Tron's own mech, which has the ability to transform from a bipedal robot to a flying aircraft weapon.
ATTACK: The Fokkerwolf has the Vulcan attack and explosive homing missiles.
STRATEGY: Tron begins the fight by fighting from a distance, so try to intercept the seeking missiles she sends out at you. Her fly-by assaults can be devastating, but each time she passes over you, you'll get several free shots at her. This is an ideal time for Special Weapon blasts. Tron will eventually resort to an overhead attack! She'll assume a position over the Flutter and rain down bullets, but if you're positioned correctly, you can do even more damage to her in return.
REFRACTORS: None

Bruno

HIT POINTS: 8128
DESCRIPTION: This is the largest mech that you will meet on Kattelox! It is the Bonnes' last ditch effort to thwart you and take the Mother Lode treasure.
ATTACK: It has several nasty attacks, which consist of an antitank explosive gun, an antiair Vulcan, a Homing Missile, and a green Energy Ball.
STRATEGY: Bruno's attack pattern is pretty reliable—after firing the green energy balls, he'll shoot off a couple of homing missiles. You can use the buildings to protect you from these as well, but be prepared for the building to collapse from the stress. Target his torso and let loose with your most powerful offensive weapons. Be careful, though—the longer you stand still, the less likely you are to avoid the bombs that Bruno fires from his feet. Try to shoot him in the back to stay out of the line of fire and be ready to duck behind a nearby building in a heartbeat.
REFRACTORS: None

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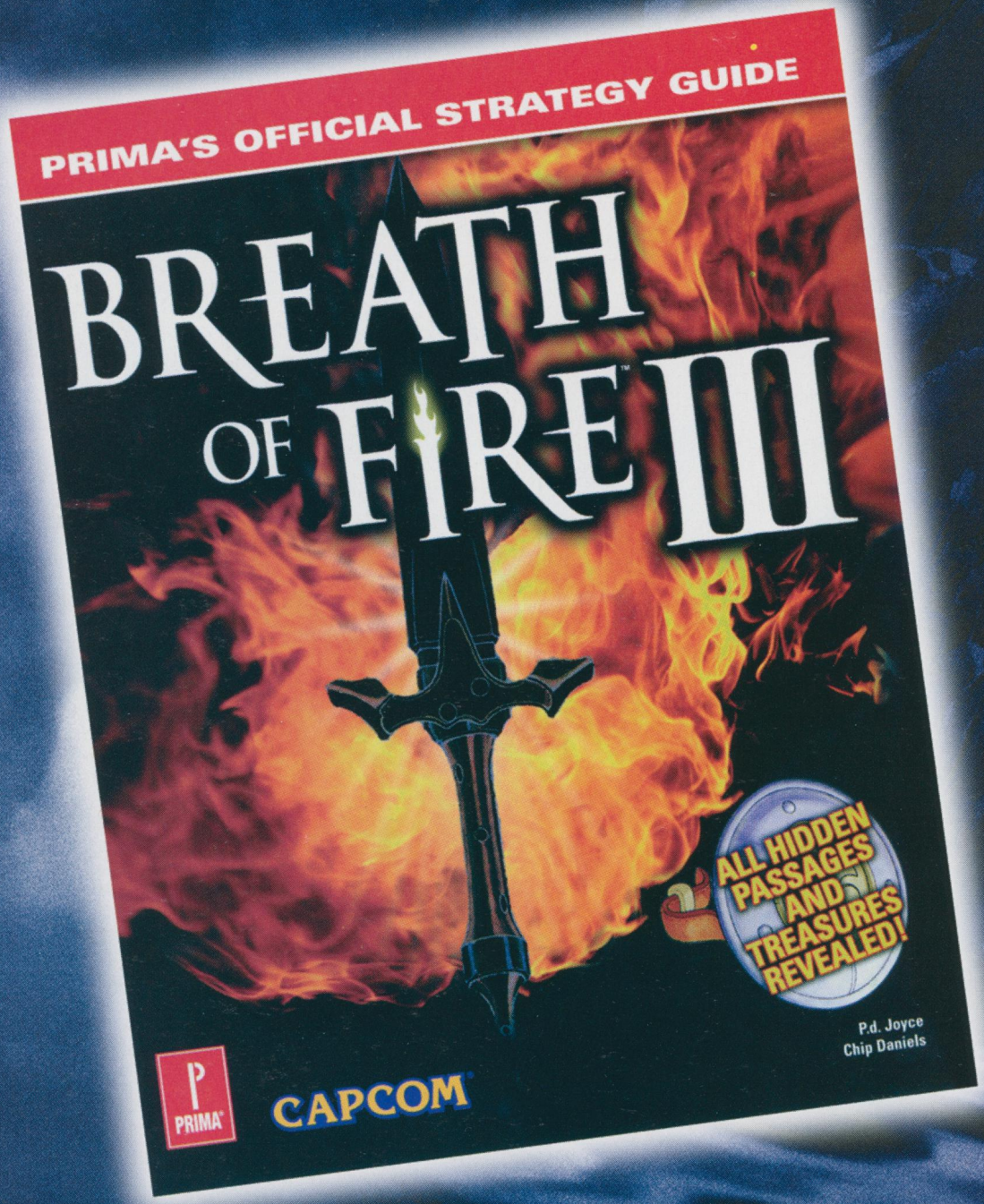

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